

main

@1		@4
@2		@5
@3		@6

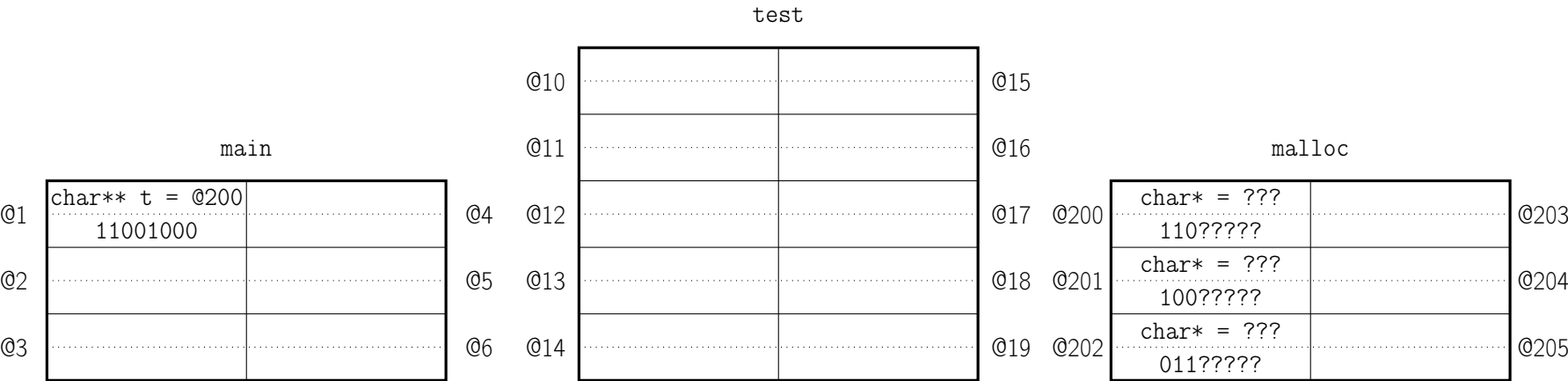
malloc

@200		@203
@201		@204
@202		@205

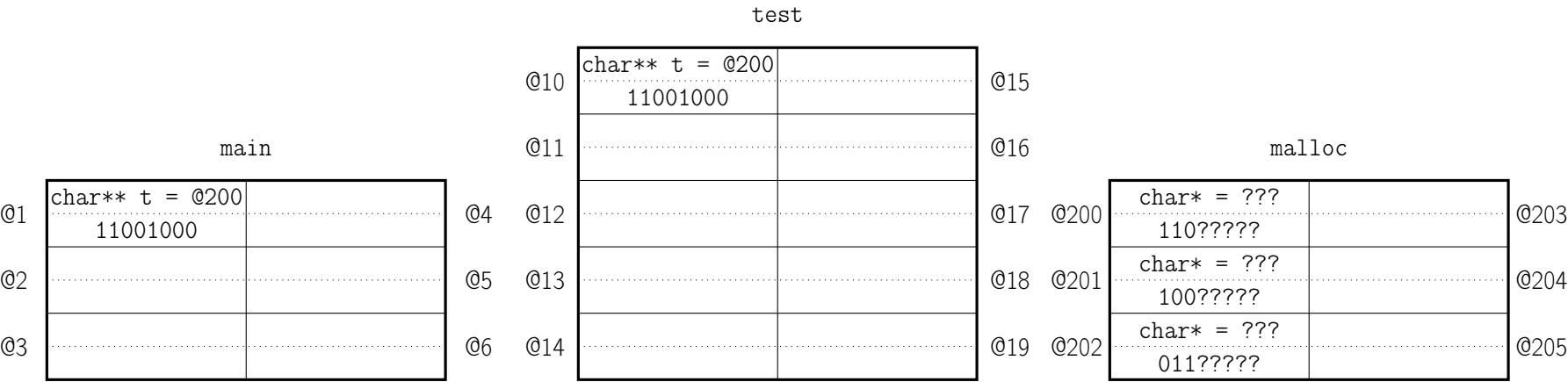
Ligne 27

main		
@1	char** t = @200 11001000	@4
@2		@5
@3		@6

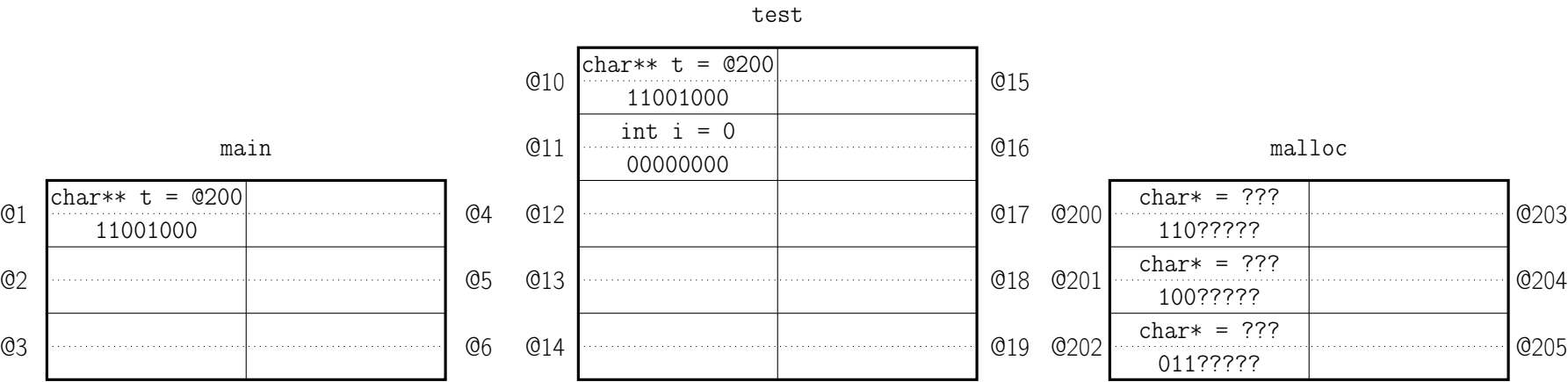
malloc		
@200	char* = ??? 110?????	@203
@201	char* = ??? 100?????	@204
@202	char* = ??? 011?????	@205



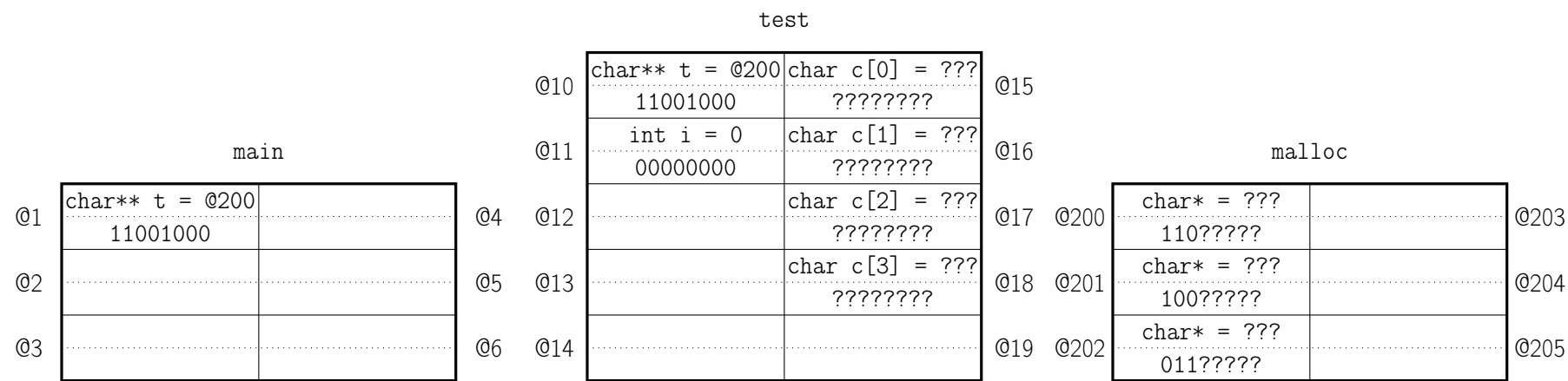
Ligne 3



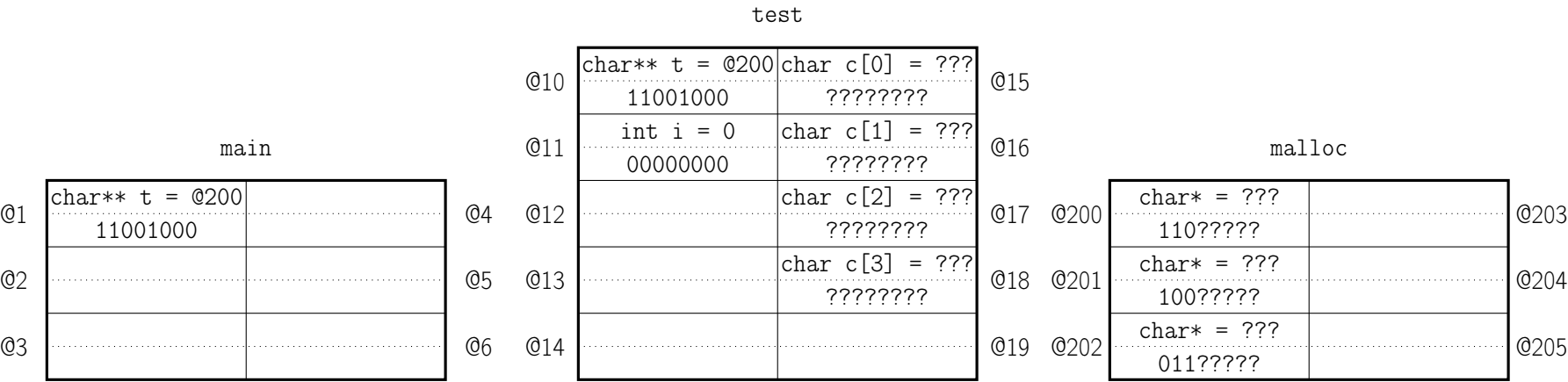
Ligne 4



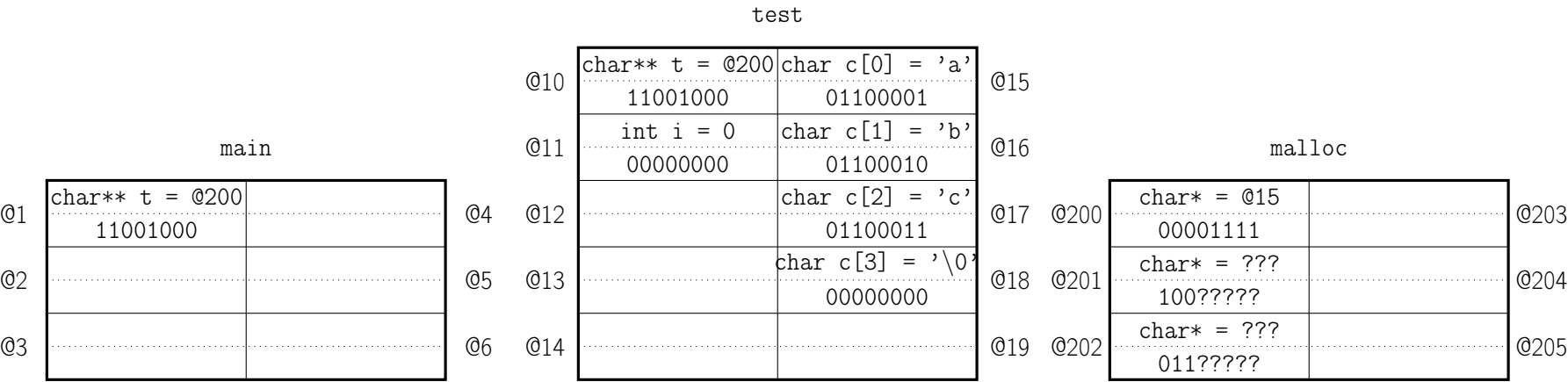
Ligne 5 - Le tableau c devrait apparaître à la case @12 mais pour afficher 4 cases de suite, j'ai préféré le mettre en @15.

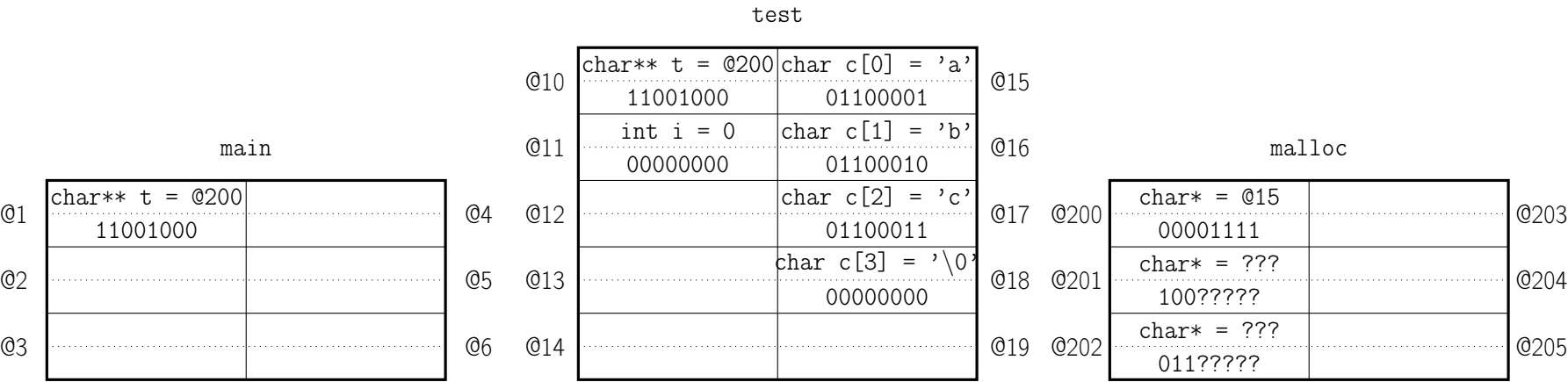


Ligne 6

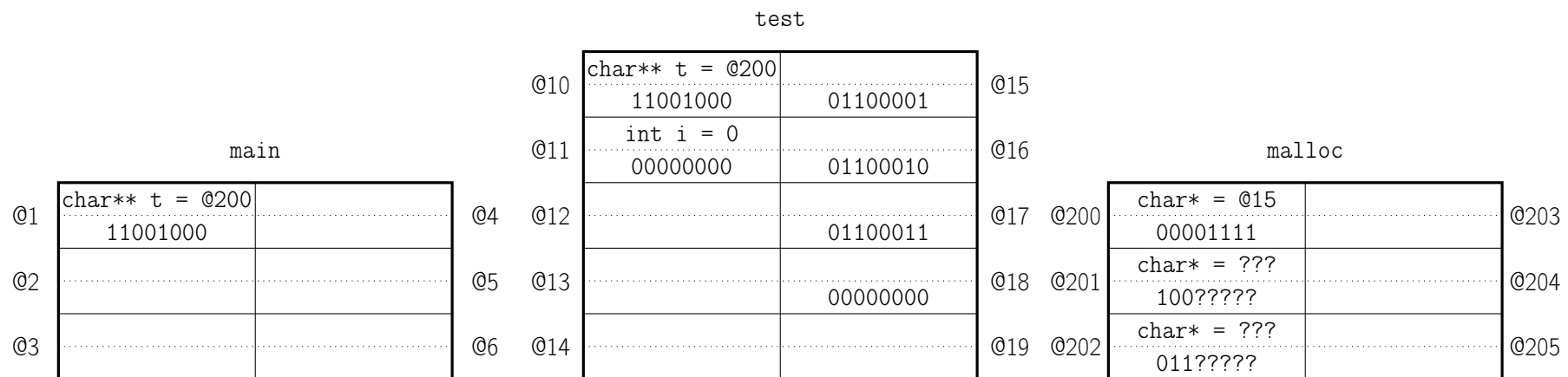


Ligne 7-11

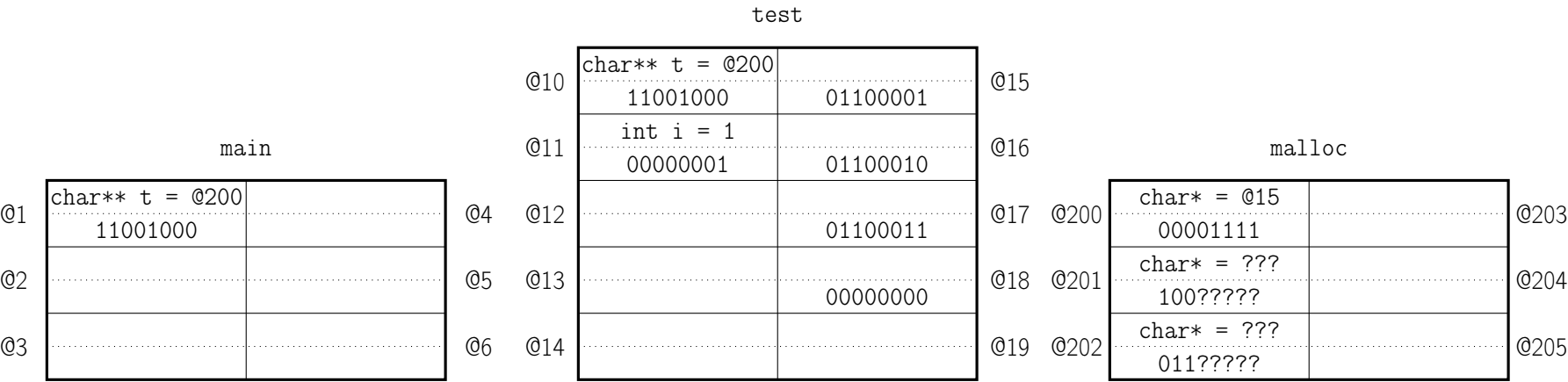




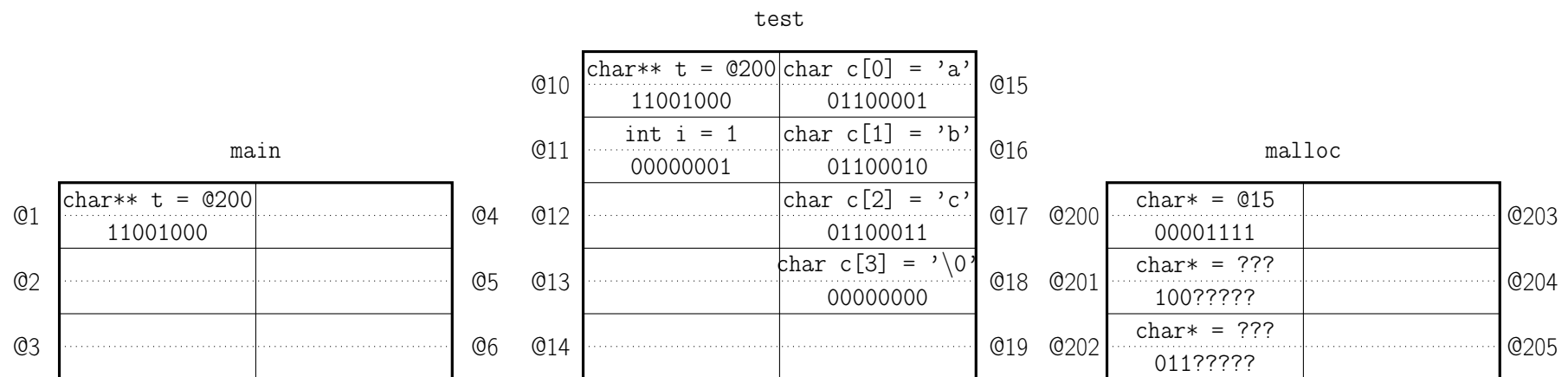
Ligne 23 - La variable `c` disparaît mais la mémoire n'est pas réécrite



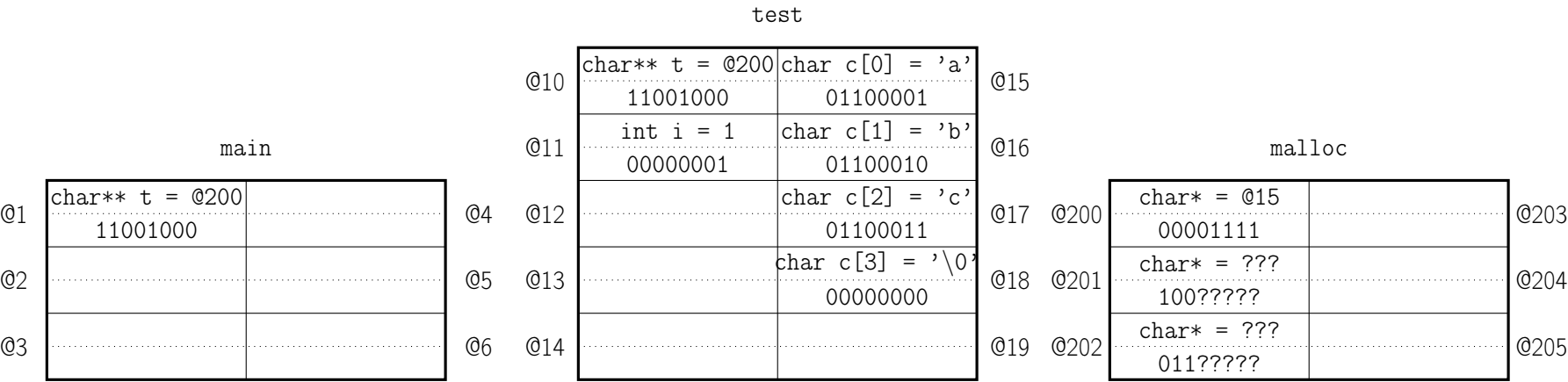
Ligne 4

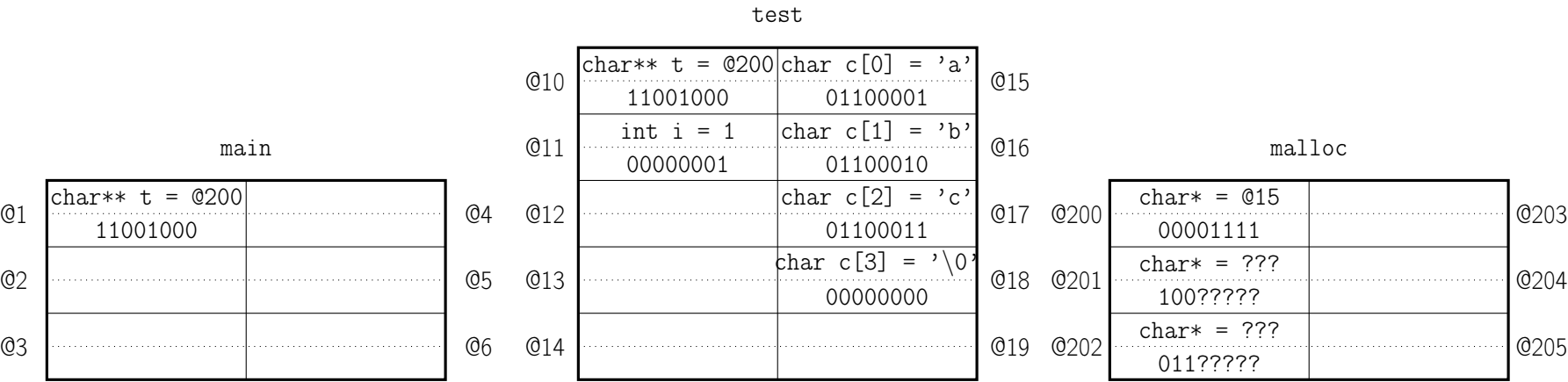


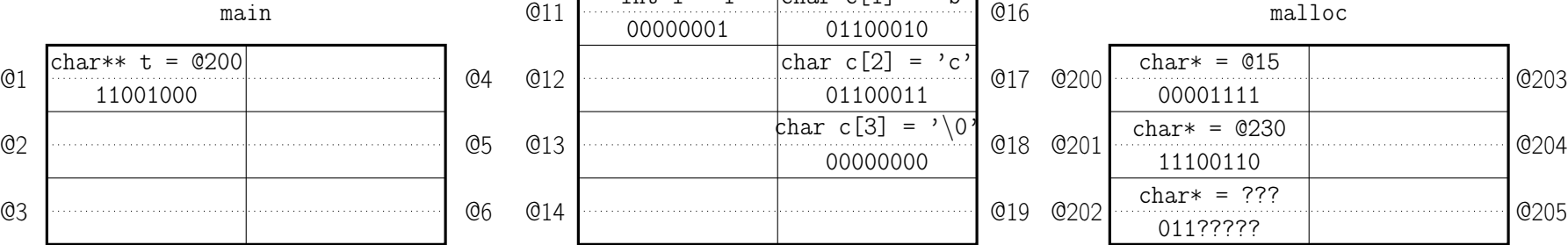
Ligne 5 - Une nouvelle variable `c` est déclarée, son adresse est au même endroit que la précédente.
 La mémoire n'est pas réécrite, elle a donc la même valeur que précédemment.

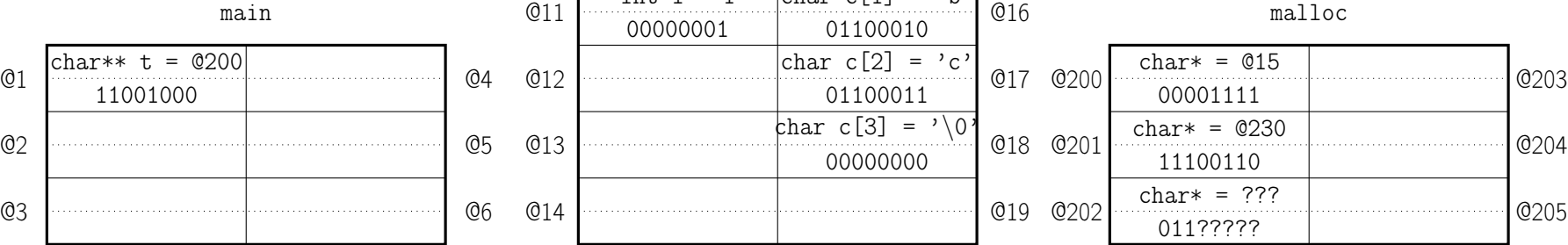


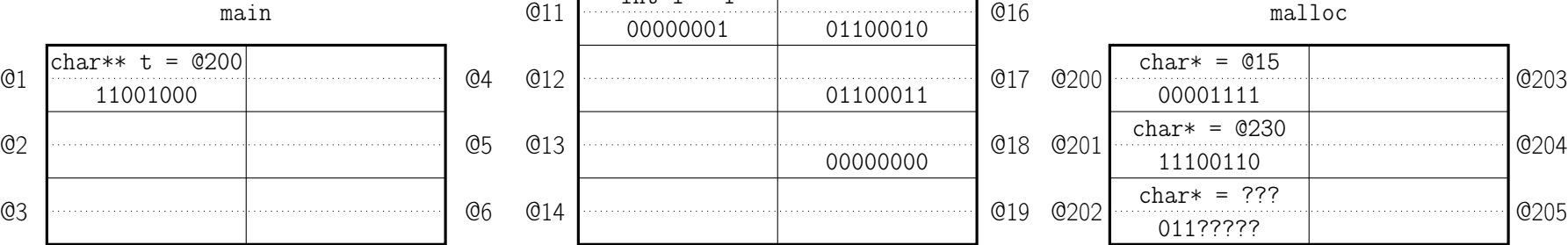
Ligne 6



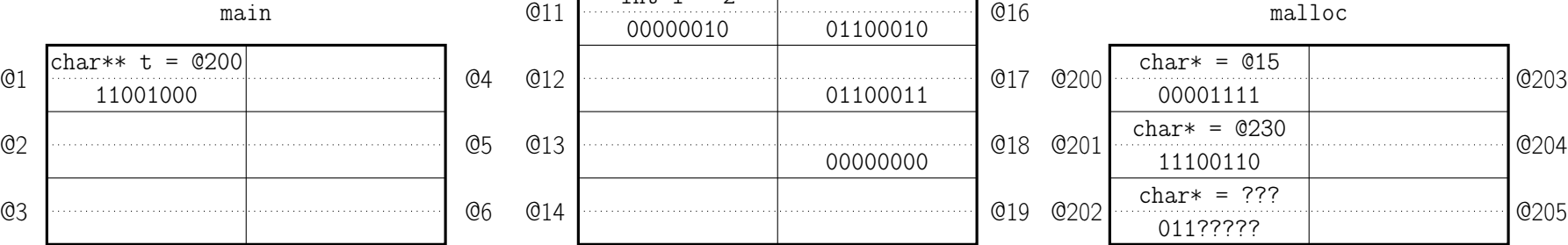




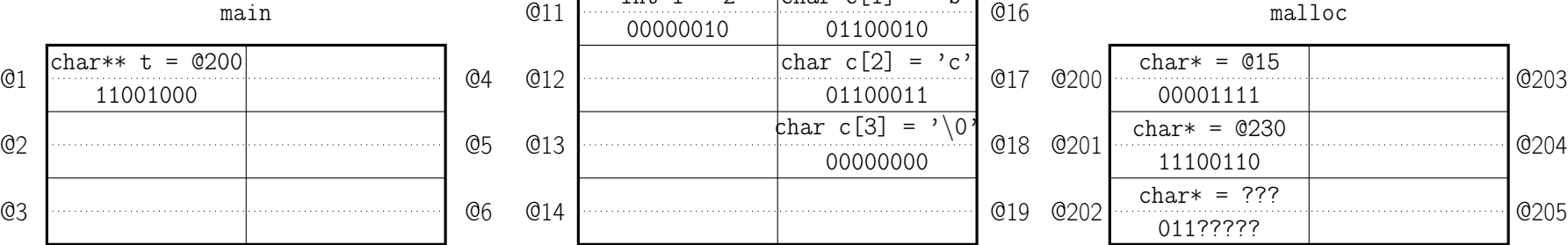




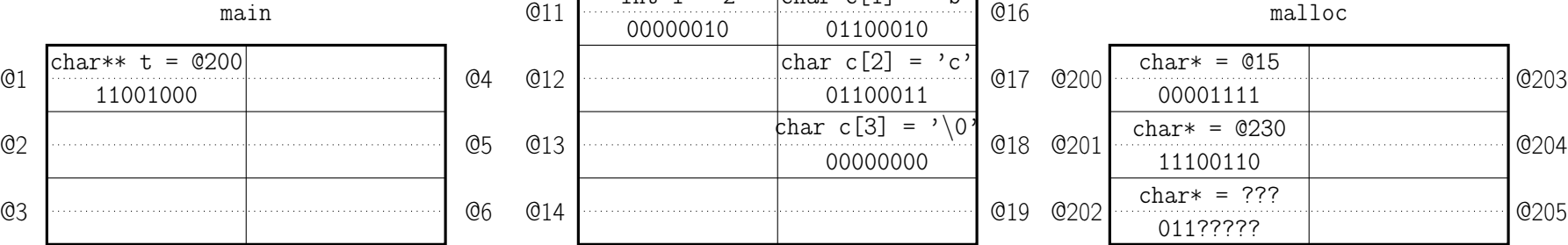
Ligne 4

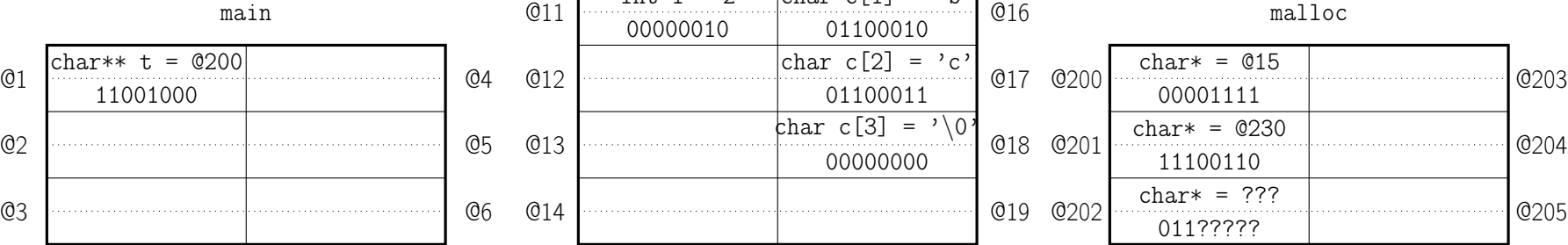


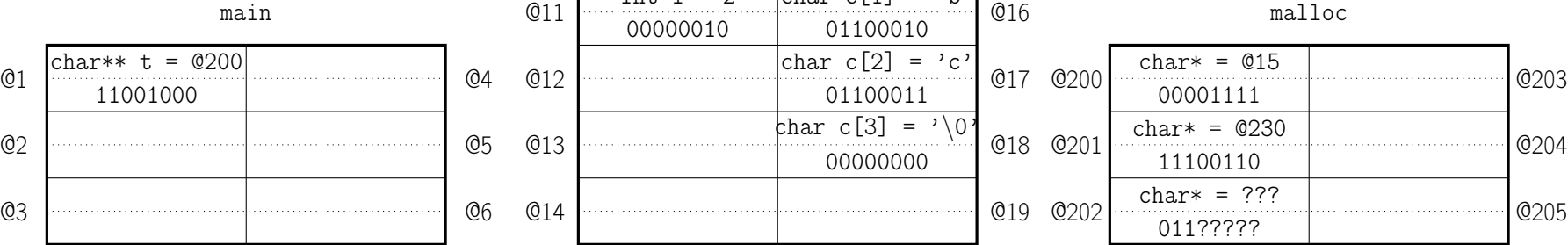
Ligne 5



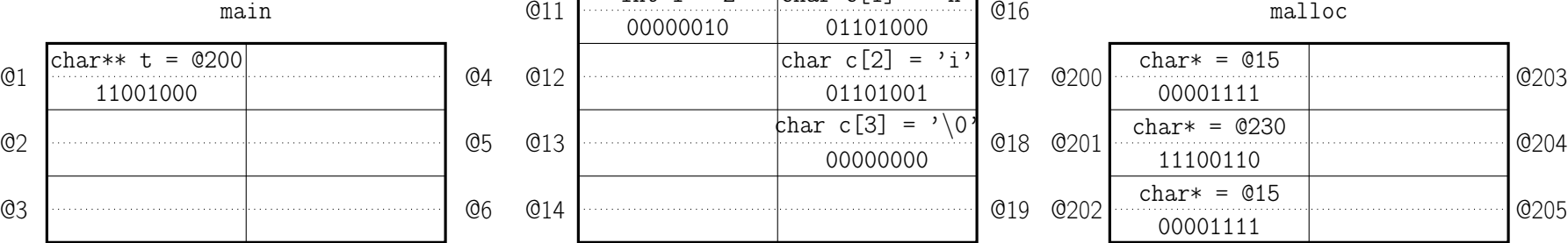
Ligne 6

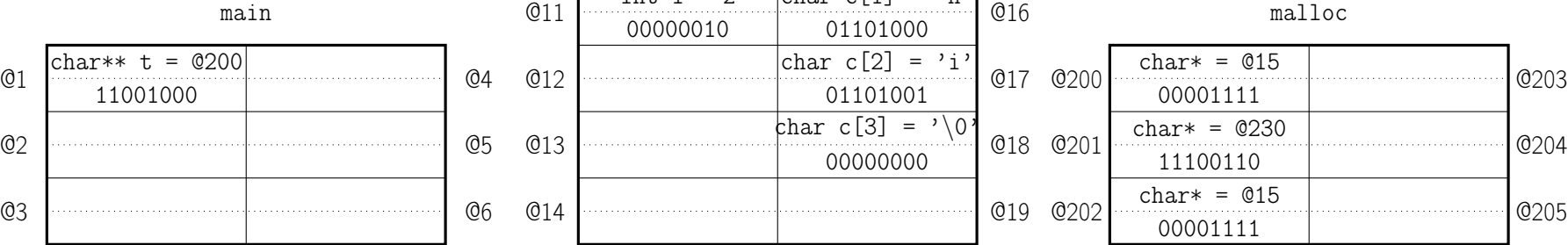


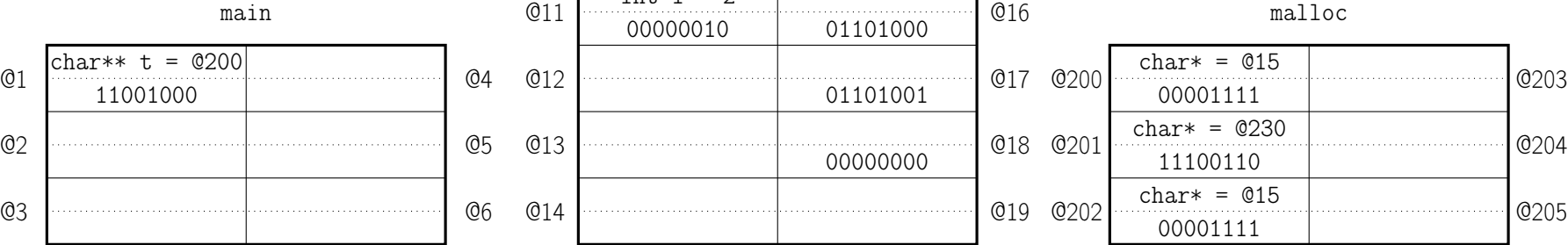




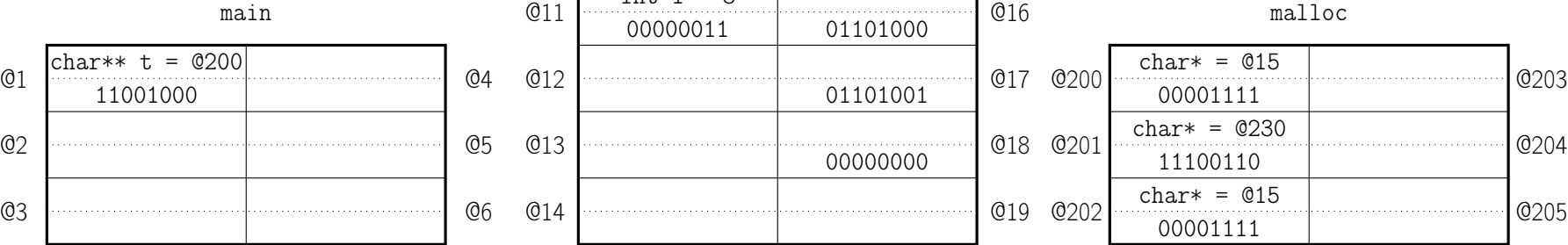
Ligne 17-21







Ligne 4



main		
@1	char** t = @200 11001000	@4
@2		@5
@3		@6

Espace ReadOnly		
@230	char = 'd' 01100100	@233 char = '\\0' 00000000
@231	char = 'e' 01100101	@234
@232	char = 'f' 01100110	@235

malloc		
@200	char* = @15 00001111	@203
@201	char* = @230 11100110	@204
@202	char* = @15 00001111	@205

Ligne 29-31 - Affiche t[0] = ghi, t[1] = def et t[2] = ghi

main		
@1	char** t = @200 11001000	@4
@2		@5
@3		@6

Espace ReadOnly		
@230	char = 'd' 01100100	@233
@231	char = 'e' 01100101	@234
@232	char = 'f' 01100110	@235

malloc		
@200	char* = @15 00001111	@203
@201	char* = @230 11100110	@204
@202	char* = @15 00001111	@205

Ligne 32 - t est libéré, remarque : la mémoire n'est pas réécrite.

main			
@1			@4
@2			@5
@3			@6

Espace ReadOnly			
@230	char = 'd' 01100100	char = '\0' 00000000	@233
@231	char = 'e' 01100101		@234
@232	char = 'f' 01100110		@235

malloc			
@200			@203
@201			@204
@202			@205

Ligne 33

main			
@1			@4
@2			@5
@3			@6

Espace ReadOnly			
@230	char = 'd' 01100100	char = '\0' 00000000	@233
@231	char = 'e' 01100101		@234
@232	char = 'f' 01100110		@235

malloc			
@200			@203
@201			@204
@202			@205

Ligne 34

main	
@1	@4
@2	@5
@3	@6

Espace ReadOnly	
@230	@233
@231	@234
@232	@235

malloc	
@200	@203
@201	@204
@202	@205