

main

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

malloc

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

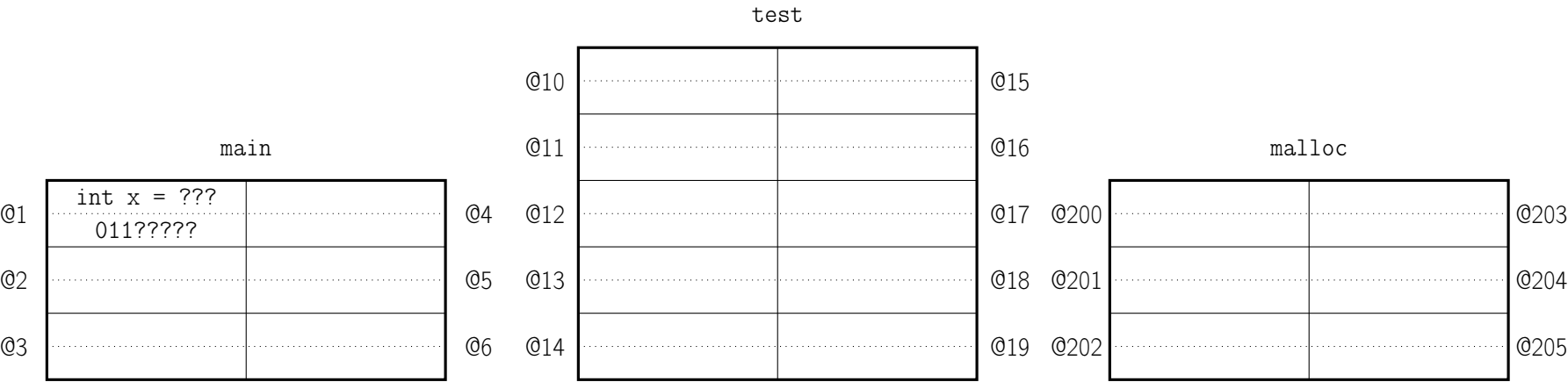
Ligne 18

main

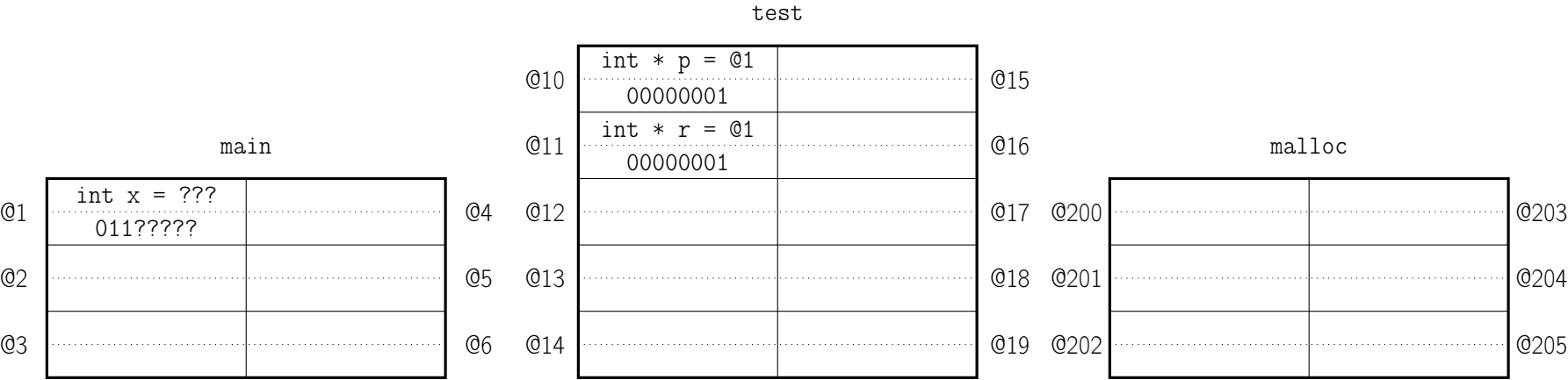
@1	int x = ??? 011?????	@4
@2		@5
@3		@6

malloc

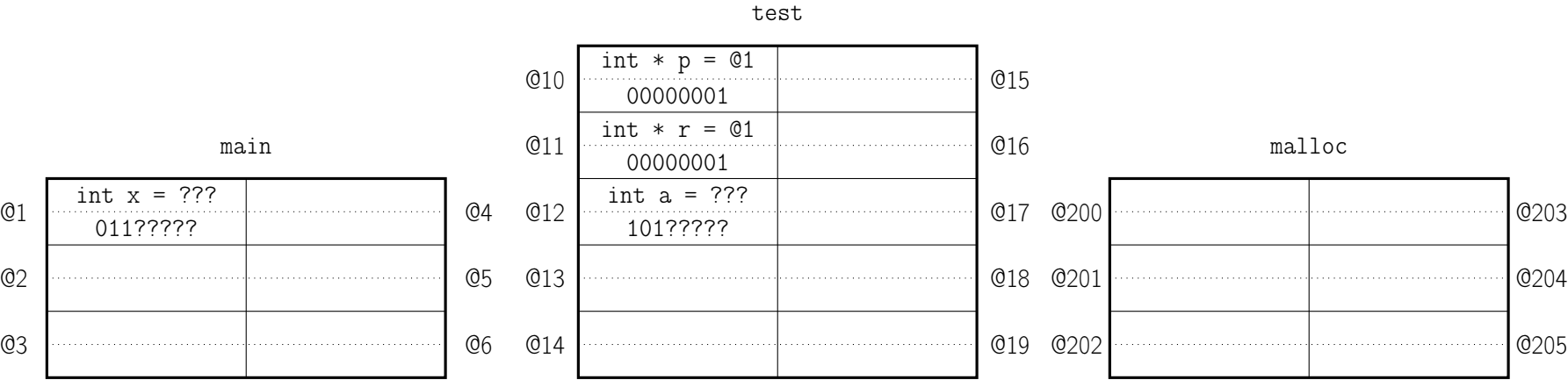
@200		@203
@201		@204
@202		@205



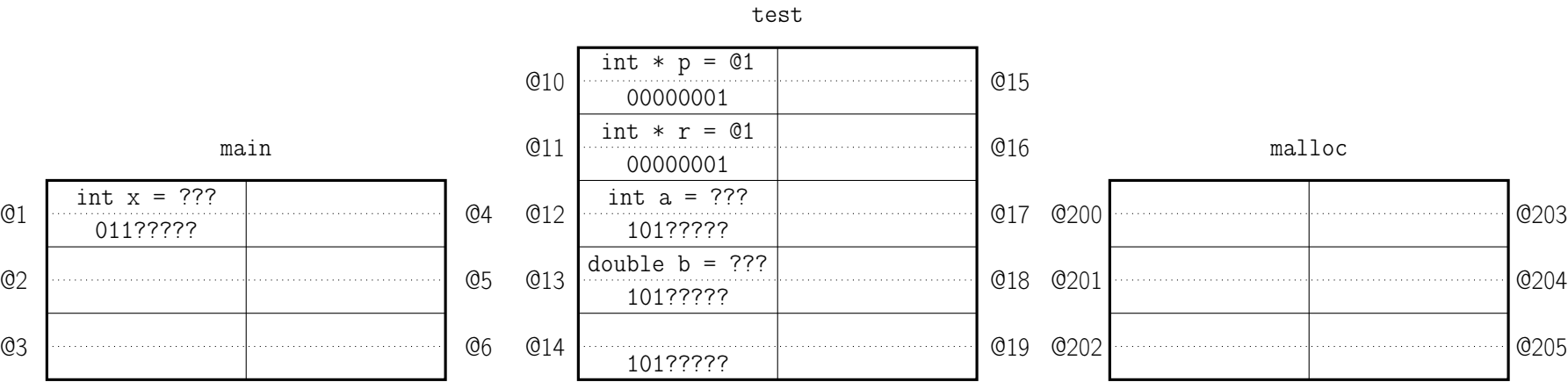
Ligne 1



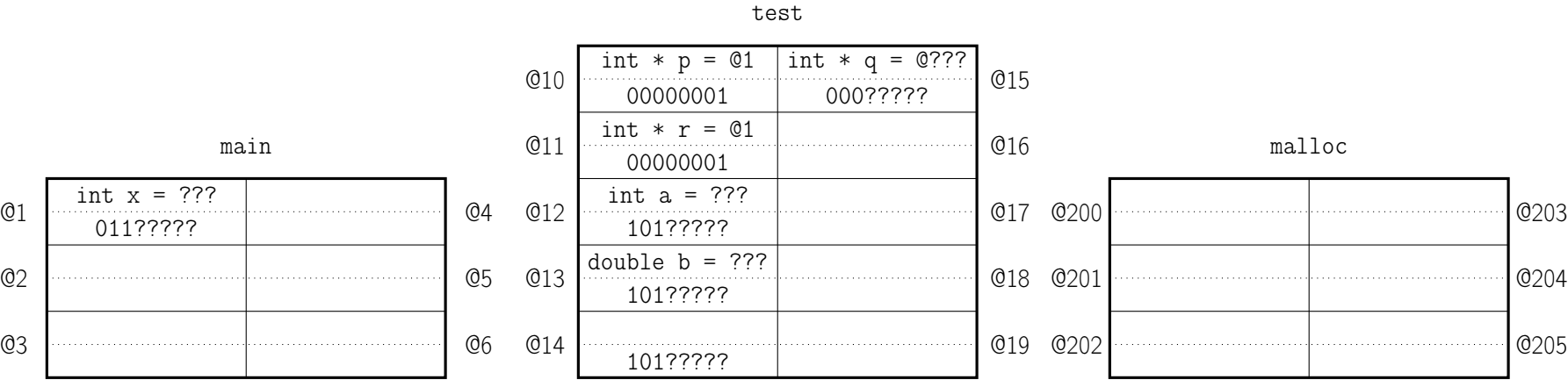
Ligne 2



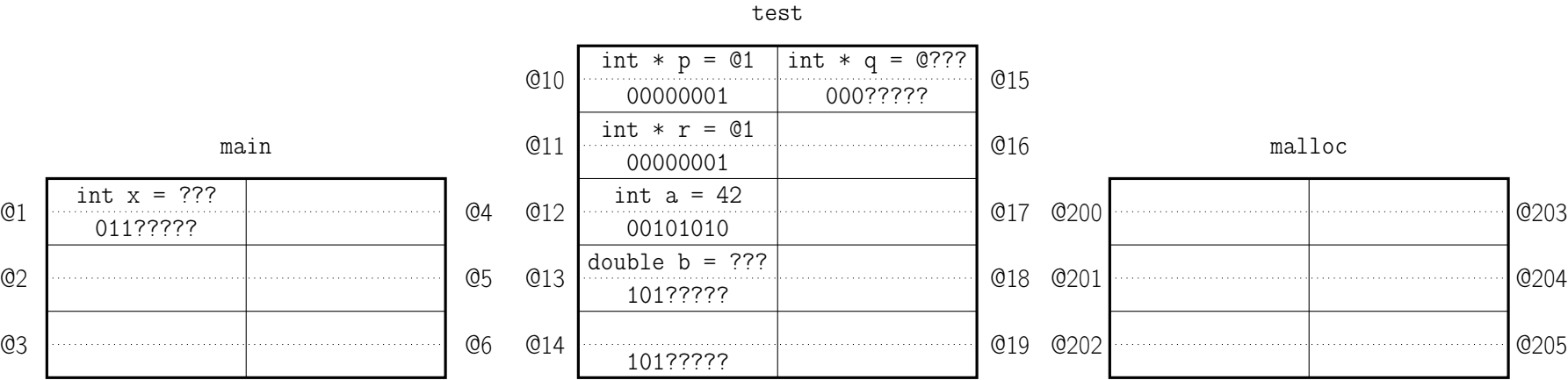
Ligne 3



Ligne 4

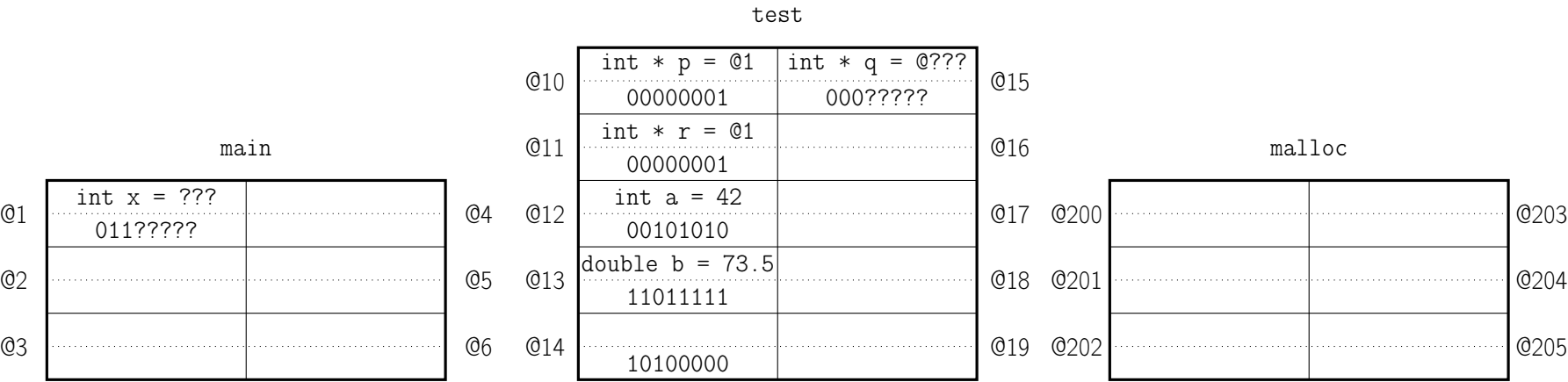


Ligne 5

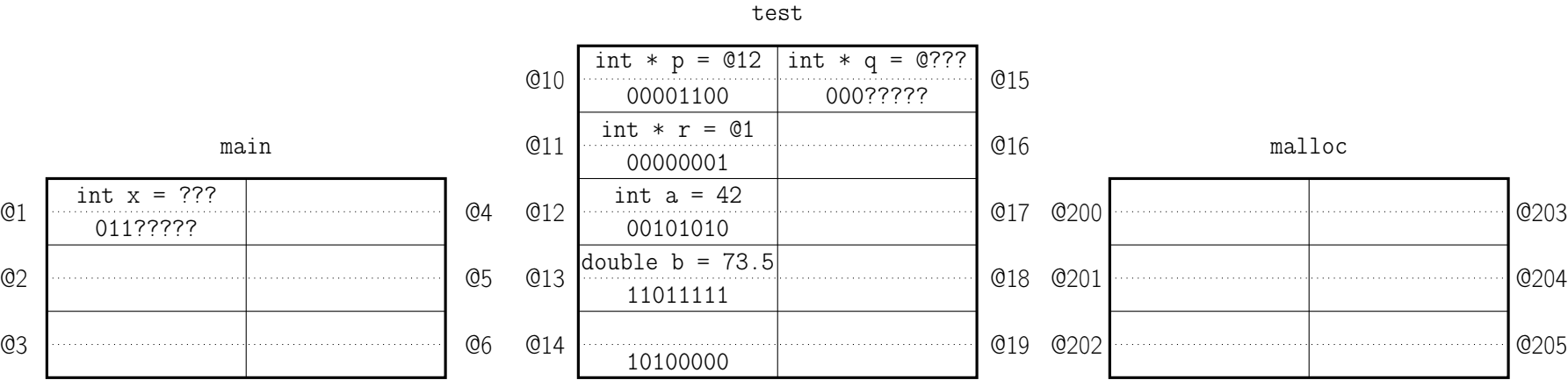




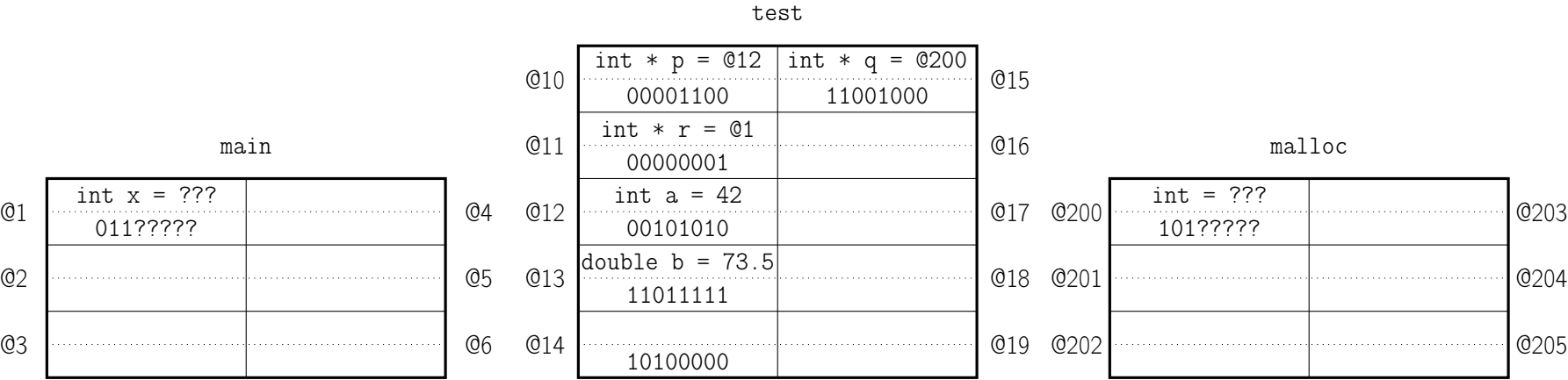
Ligne 6



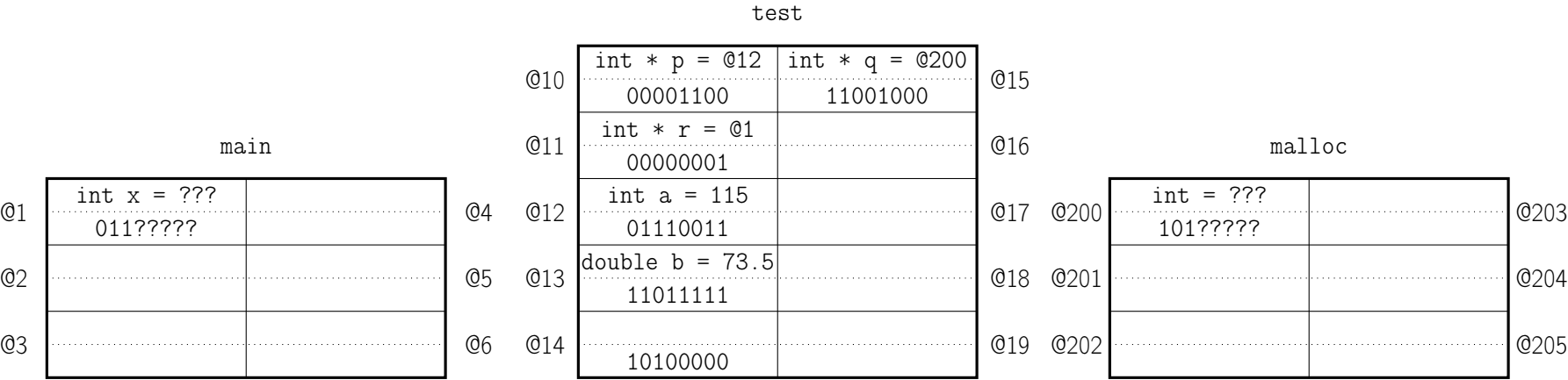
Ligne 7



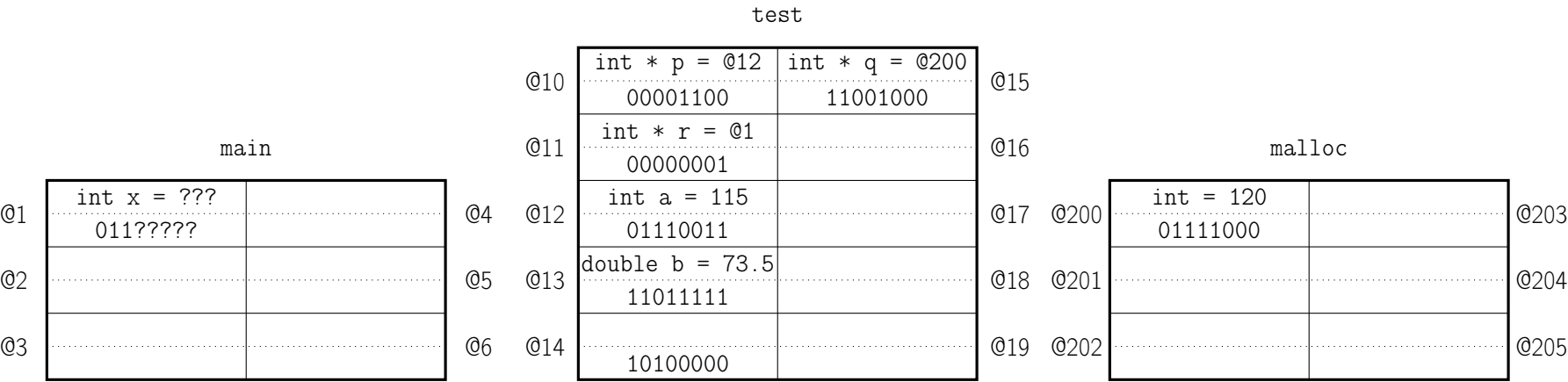
Ligne 8



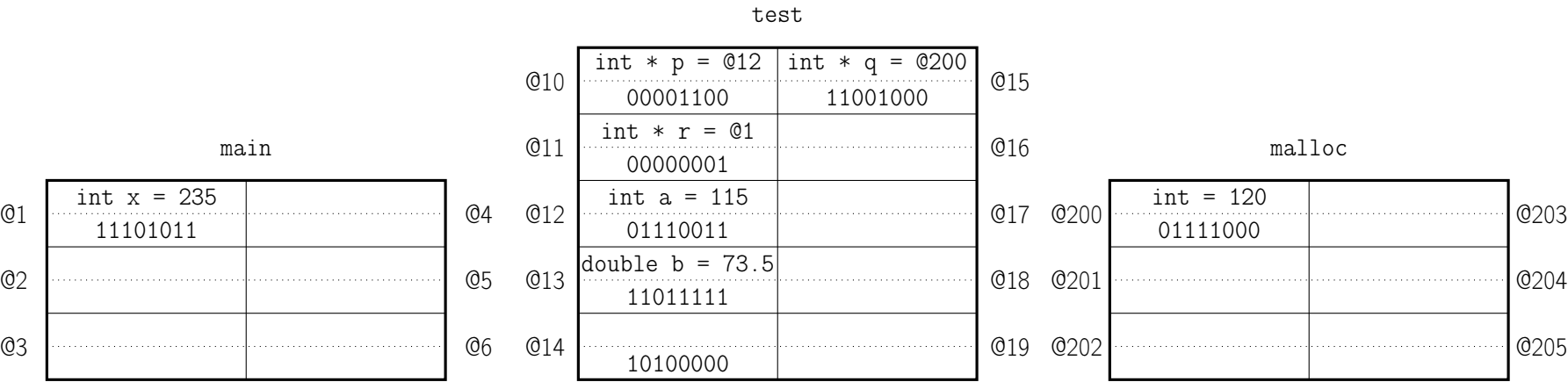
Ligne 9



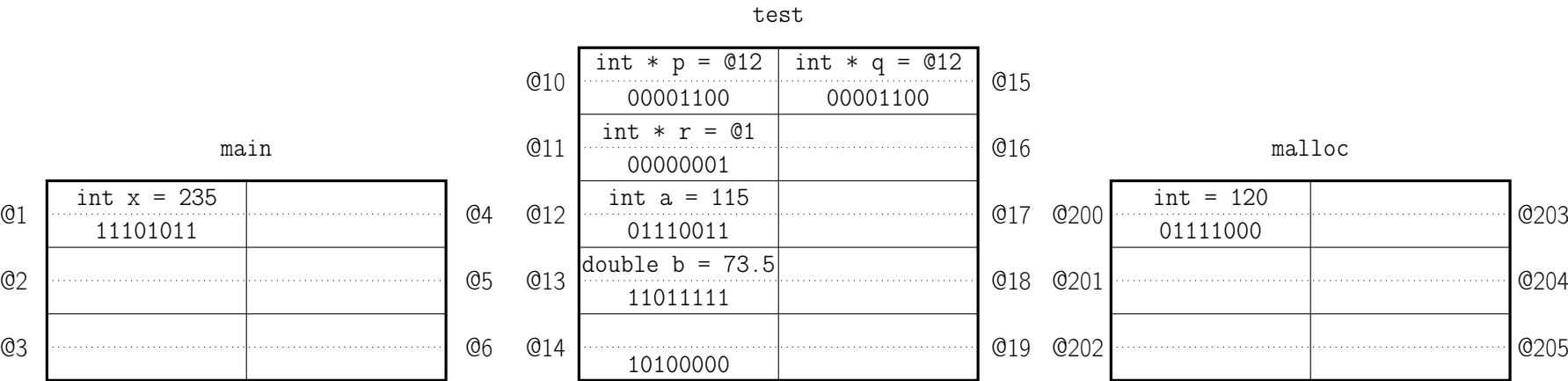
Ligne 10

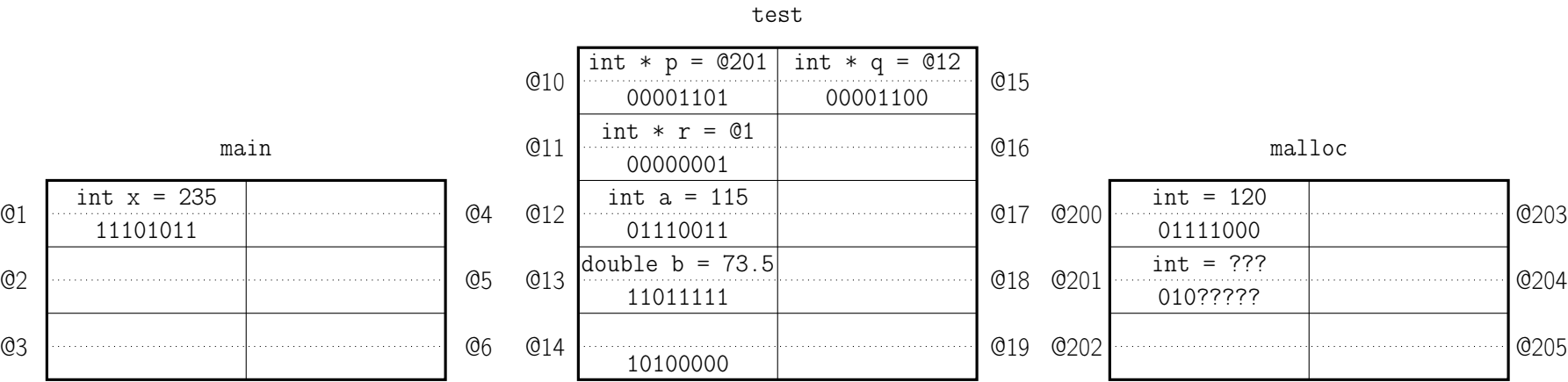


Ligne 11

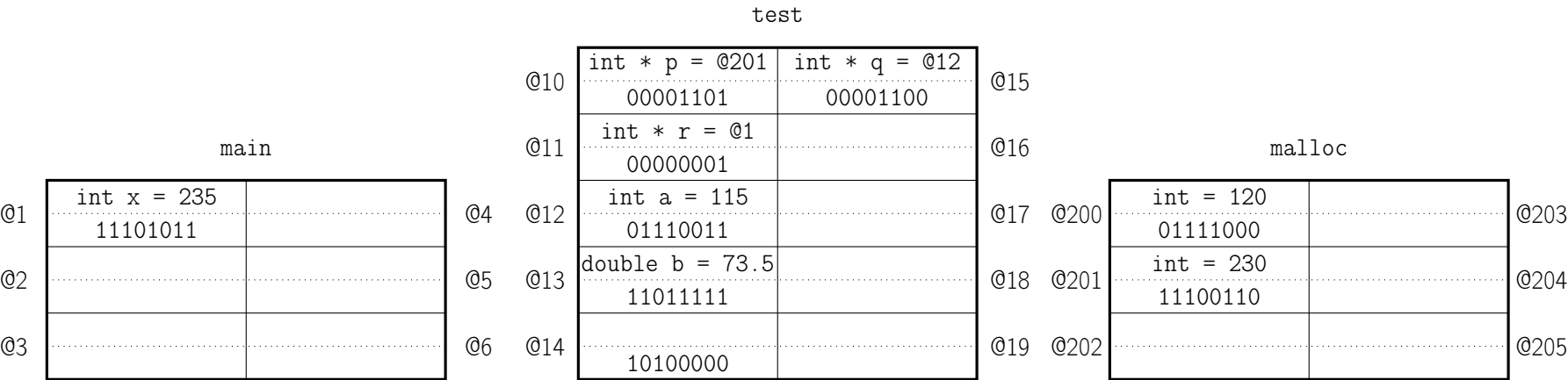


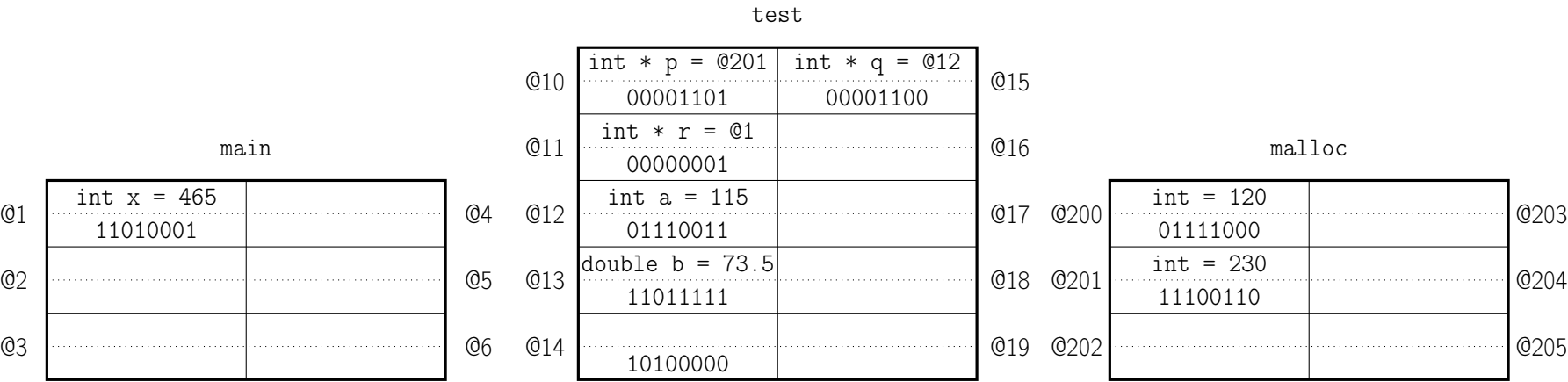
Ligne 12











main			
@1	int x = 465		@4
	11010001		
@2			@5
@3			@6

malloc			
@200	int = 120		@203
	01111000		
@201	int = 230		@204
	11100110		
@202			@205

main										
@1	<table><tr><td>int x = 465</td><td></td></tr><tr><td>11010001</td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>	int x = 465		11010001						@4
int x = 465										
11010001										
@2		@5								
@3		@6								

malloc						
@200	<table><tr><td>int = 120</td><td></td></tr><tr><td>01111000</td><td></td></tr></table>	int = 120		01111000		@203
int = 120						
01111000						
@201	<table><tr><td>int = 230</td><td></td></tr><tr><td>11100110</td><td></td></tr></table>	int = 230		11100110		@204
int = 230						
11100110						
@202		@205				

main

@1	int x = 465 11010001	@4
@2		@5
@3		@6

malloc

@200	int = 120 01111000	@203
@201	int = 230 11100110	@204
@202		@205

Ligne 21

main		
@1	int x = 465 11010001	@4
@2		@5
@3		@6

malloc		
@200	int = 120 01111000	@203
@201	int = 230 11100110	@204
@202		@205