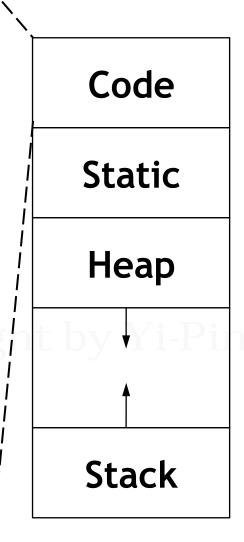
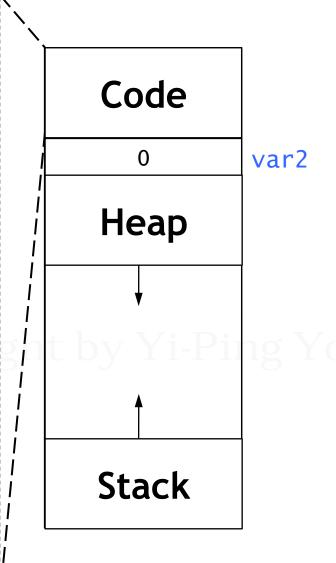
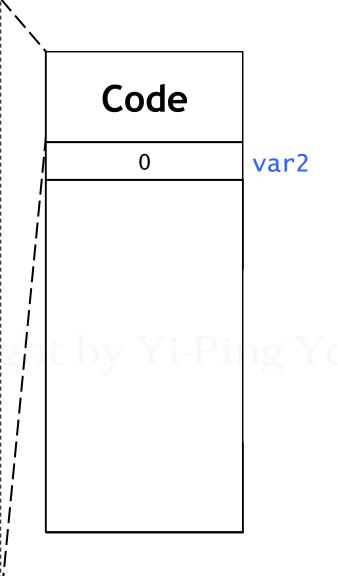
```
#include <iostream>
using namespace std;
int* foo() {
  int var1 = 1;
  static int var2;
  return &var2;
int* bar() {
  int *ptr = new int(10);
  return ptr;
int main() {
  char *buffer = 0;
  cin >> buffer; // run-time error
  cout << buffer << endl;</pre>
  int *p1 = 0, *p2 = 0;
  p1 = foo();
  p2 = bar();
  return 0;
```



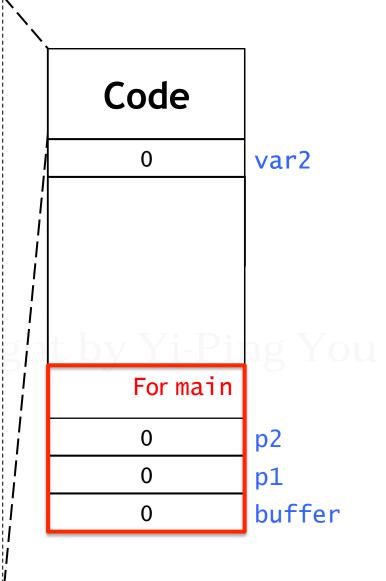
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  int *ptr = new int(10);
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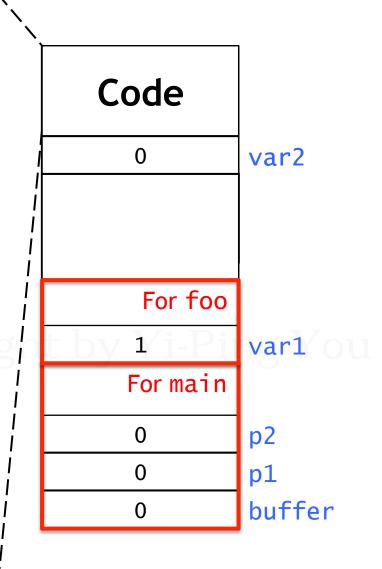
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  return &var2;
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  int *p1 = 0, *p2 = 0;
  p1 = foo();
  p2 = bar();
  return 0;
```



```
#include <iostream>
using namespace std;
int* foo() {
                                              Code
  int var1 = 1;
  static int var2;
                                     1000
  return &var2;
                                                 0
                                                         var2
int* bar() {
  int *ptr = new int(10);
  return ptr;
                                                 For foo
int main() {
                                                         var1
  char *buffer = 0;
                                                For main
  cin >> buffer; // run-time error
  cout << buffer << endl;</pre>
                                                         p2
  int *p1 = 0, *p2 = 0;
                                                         p1
  p1 = foo();
  p2 = bar();
                                                         buffer
  return 0;
```

```
#include <iostream>
using namespace std;
int* foo() {
                                              Code
  int var1 = 1;
  static int var2;
                                     1000
  return &var2;
                                                 0
                                                         var2
int* bar() {
  int *ptr = new int(10);
  return ptr;
                                                 For foo
int main() {
                                                         var1
  char *buffer = 0;
                                                For main
  cin >> buffer; // run-time error
  cout << buffer << endl;</pre>
                                                         p2
  int *p1 = 0, *p2 = 0;
                                               1000
                                                         p1
  p1 = foo();
  p2 = bar();
                                                         buffer
  return 0;
```

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#include <iostream>
using namespace std;
int* foo() {
                                              Code
  int var1 = 1;
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                                                         var2
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  cin >> buffer; // run-time error
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  int *p1 = 0, *p2 = 0;
                                               1000
                                                         p1
  p1 = foo();
  p2 = bar();
                                                         buffer
  return 0;
```

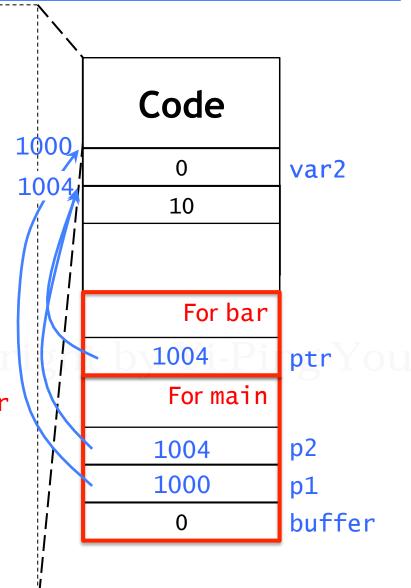
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#include <iostream>
using namespace std;
int* foo() {
                                              Code
  int var1 = 1;
  static int var2;
                                     1000
  return &var2;
                                                 0
                                                          var2
int* bar() {
  int *ptr = new int(10);
  return ptr;
                                                  For bar
int main() {
                                                          ptr
  char *buffer = 0;
                                                For main
  cin >> buffer; // run-time error
  cout << buffer << endl;</pre>
                                                          p2
  int *p1 = 0, *p2 = 0;
                                               1000
                                                          p1
  p1 = foo();
  p2 = bar();
                                                          buffer
  return 0;
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                                                          var2
                                                 10
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  int *ptr = new int(10);
  return ptr;
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  char *buffer = 0;
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                                                          p1
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using namespace std;
int* foo() {
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  int var1 = 1;
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                                                          var2
                                     1004
                                                 10
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  return ptr;
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int main() {
                                                          ptr
  char *buffer = 0;
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                                                          p2
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                                                          p1
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  p2 = bar();
                                                          buffer
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using namespace std;
int* foo() {
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                                     1000
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                                                 0
                                                          var2
                                     1004
                                                 10
int* bar() {
  int *ptr = new int(10);
  return ptr;
                                                  For bar
int main() {
                                               1004
                                                          ptr
  char *buffer = 0;
                                                 For main
  cin >> buffer; // run-time error
  cout << buffer << endl;</pre>
                                                          p2
  int *p1 = 0, *p2 = 0;
                                               1000
                                                          p1
  p1 = foo();
  p2 = bar();
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  static int var2;
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  return &var2;
                                                 0
                                                          var2
                                     1004
                                                 10
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  int *ptr = new int(10);
  return ptr;
int main() {
  char *buffer = 0;
                                                 For main
  cin >> buffer; // run-time error
  cout << buffer << endl;</pre>
                                                          p2
                                               1004
  int *p1 = 0, *p2 = 0;
                                               1000
                                                          p1
  p1 = foo();
  p2 = bar();
                                                          buffer
  return 0;
```

```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                           Code
  ptr = new int(1);
int main() {
                                           Static
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
                                           Heap
  return 0;
```



Stack

```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                           Code
  ptr = new int(1);
int main() {
                                           Heap
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
```



Stack

```
#include <iostream>
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```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                            Code
  ptr = new int(1);
int main() {
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
                                               For main
```



```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                             Code
  ptr = new int(1);
int main() {
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
                                                For foo
                                                        ptr
                                               For main
                                                        p
```



```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                             Code
  ptr = new int(1);
int main() {
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
                                                 For foo
                                                        ptr
                                                For\main
                                             copied
```



```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                             Code
  ptr = new int(1);
int main() {
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
                                                For foo
                                                        ptr
                                               For main
```



```
#include <iostream>
using namespace std;
void foo(int *ptr) {
                                             Code
  ptr = new int(1);
                                    1000
int main() {
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
                                                 For foo
                                              1000
                                                        ptr
                                                For main
                                                         p
```



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#include <iostream>
using namespace std;
void foo(int *ptr) {
                                             Code
  ptr = new int(1);
                                    1000
int main() {
  int *p = 0;
  foo(p);
  *p = 10; // run-time error
  return 0;
                                               For main
```

