

A Running Example

```
#include <iostream>
using namespace std;

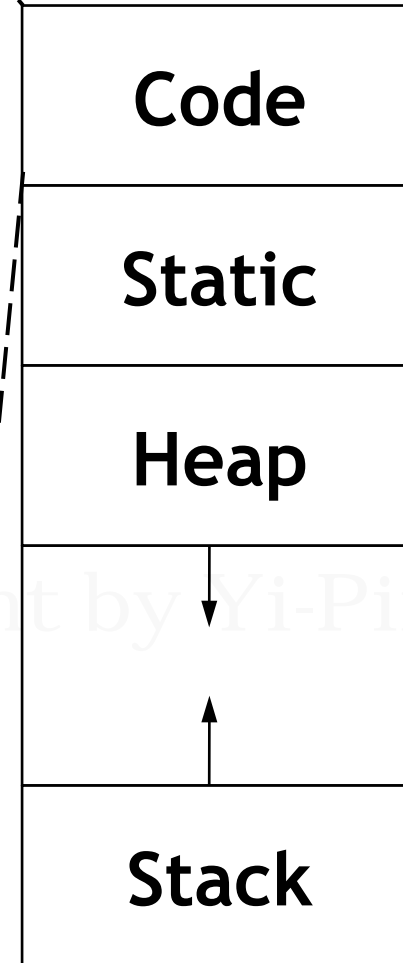
int* foo() {
    int var1 = 1;
    static int var2;
    return &var2;
}

int* bar() {
    int *ptr = new int(10);
    return ptr;
}

int main() {
    char *buffer = 0;
    cin >> buffer; // run-time error
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    int *p1 = 0, *p2 = 0;
    p1 = foo();
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    return 0;
}
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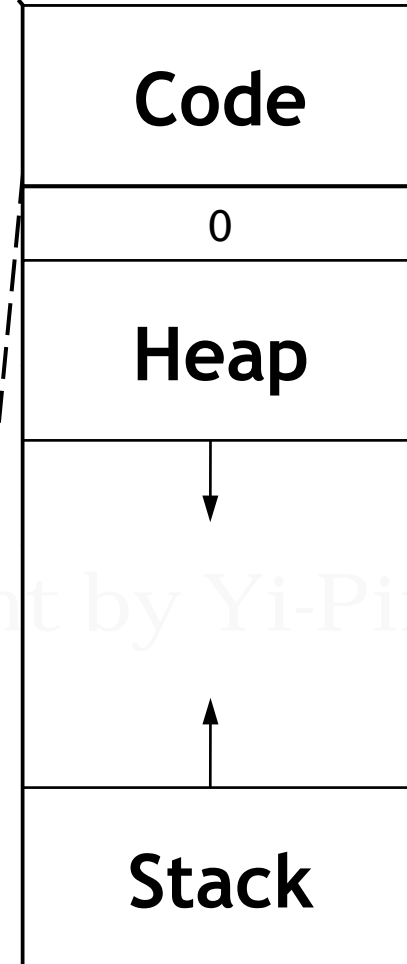
int* foo() {
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var2

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Code

0

var2

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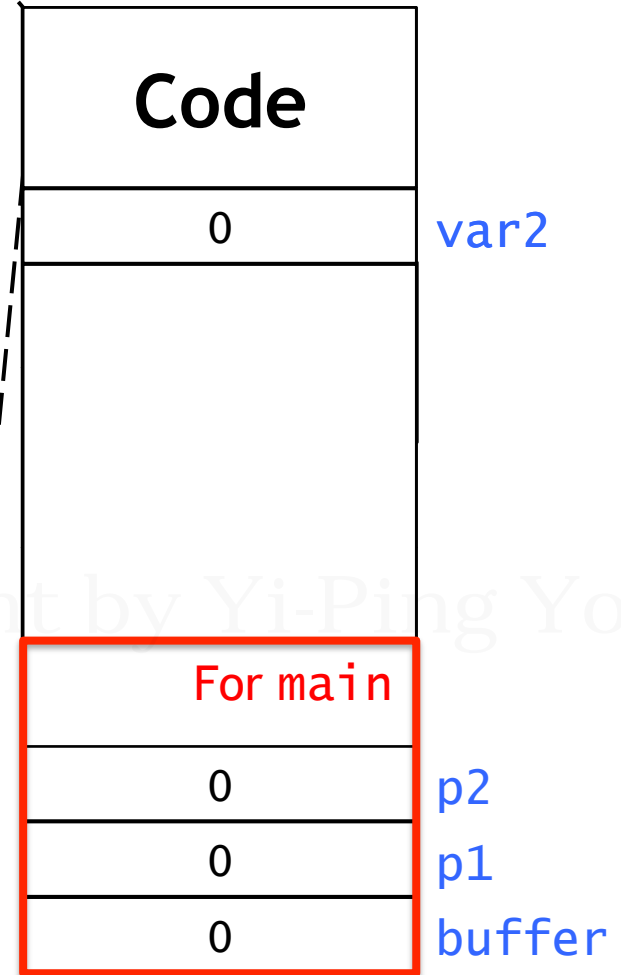
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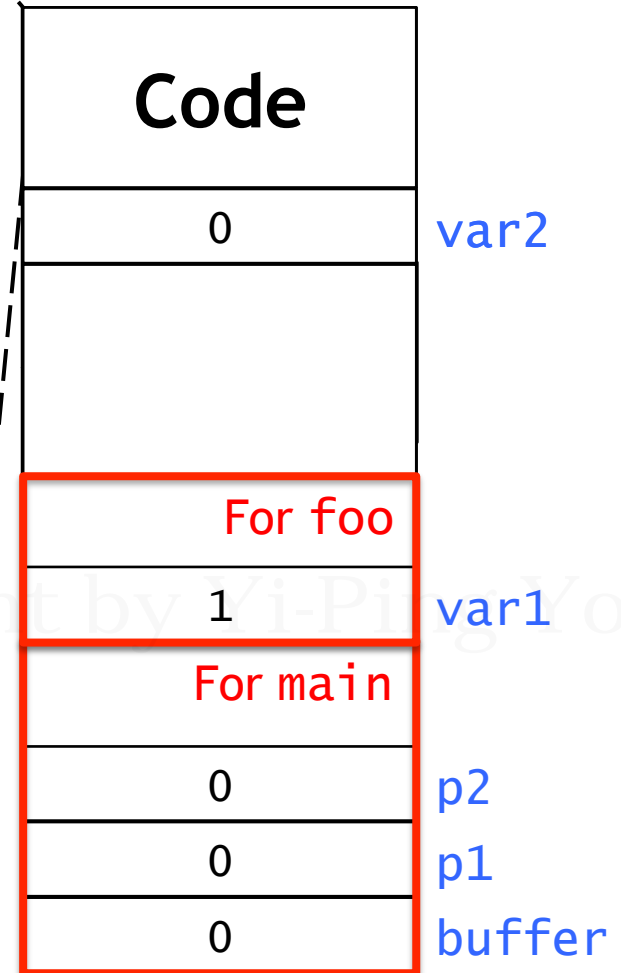
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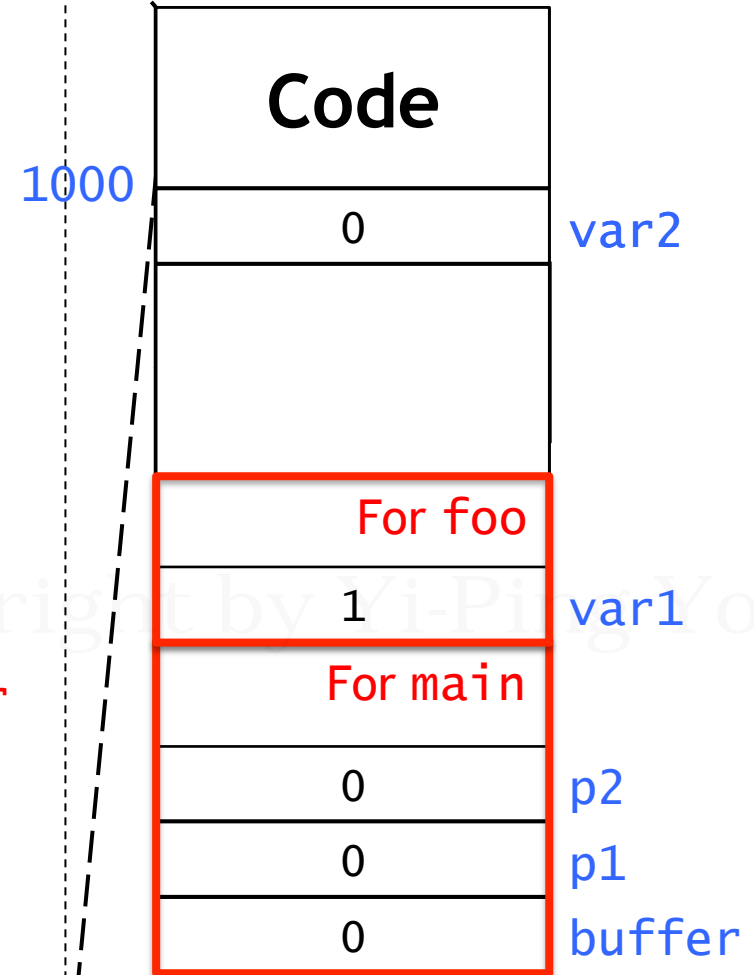
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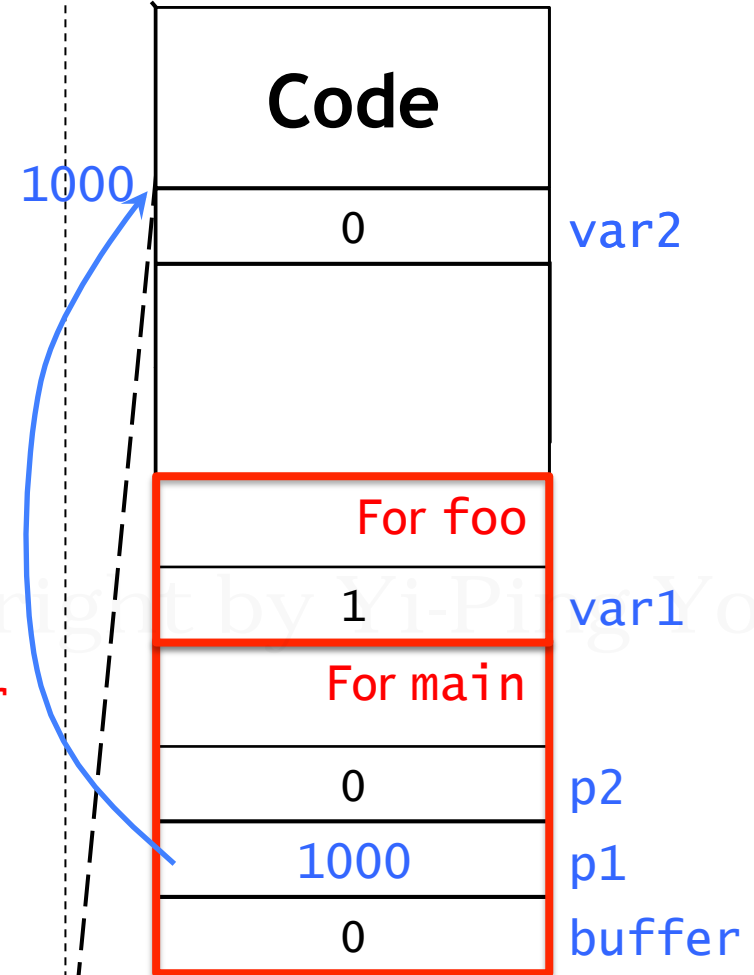
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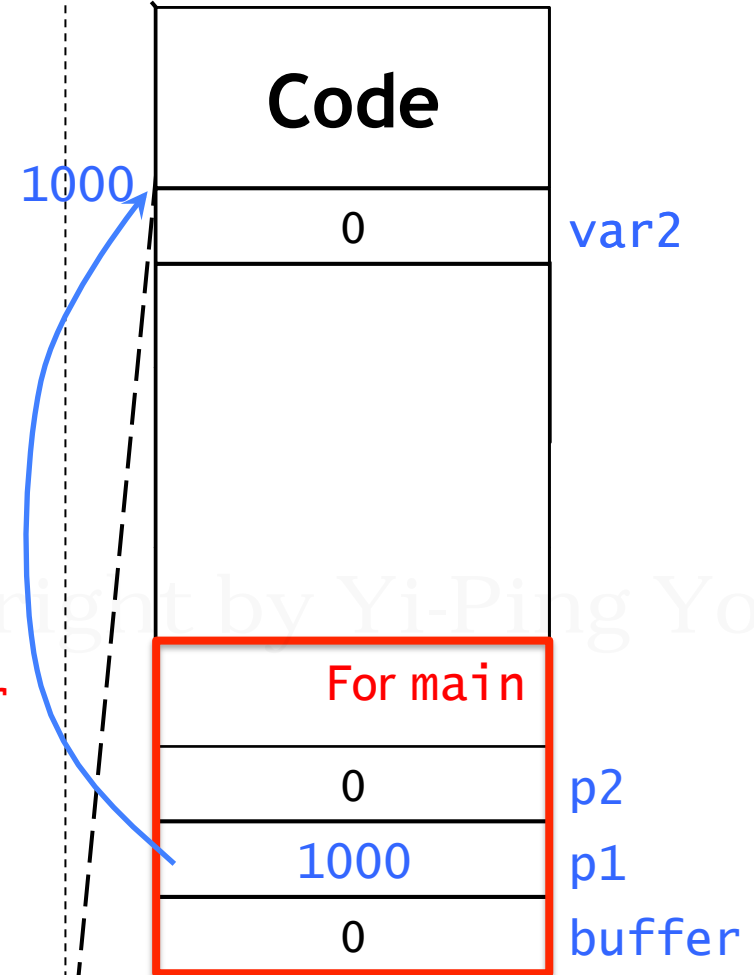
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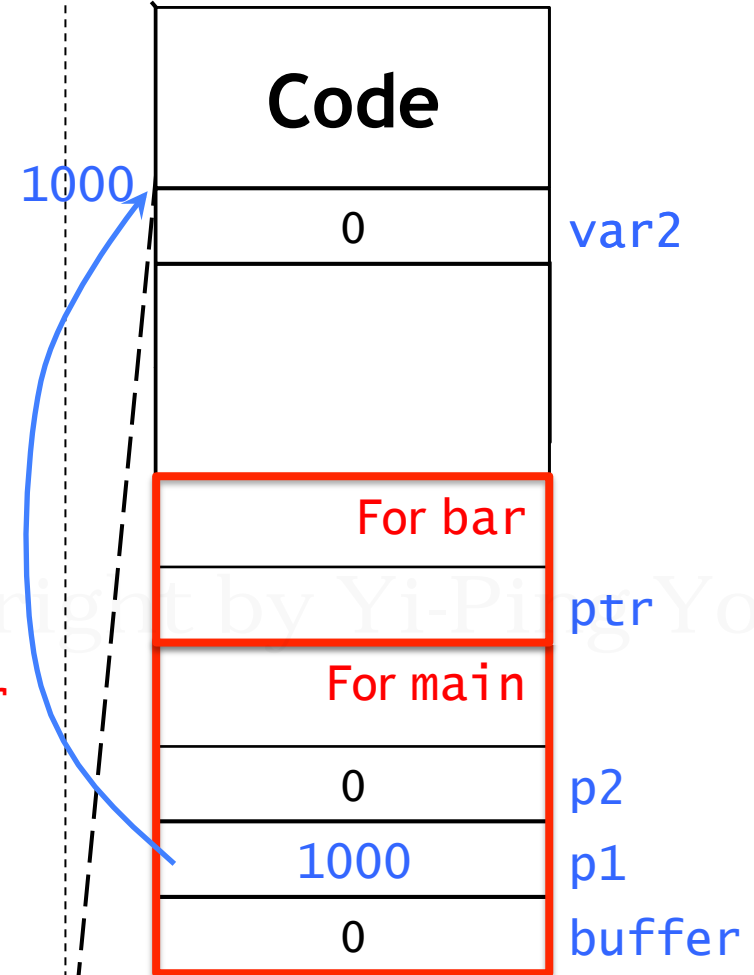
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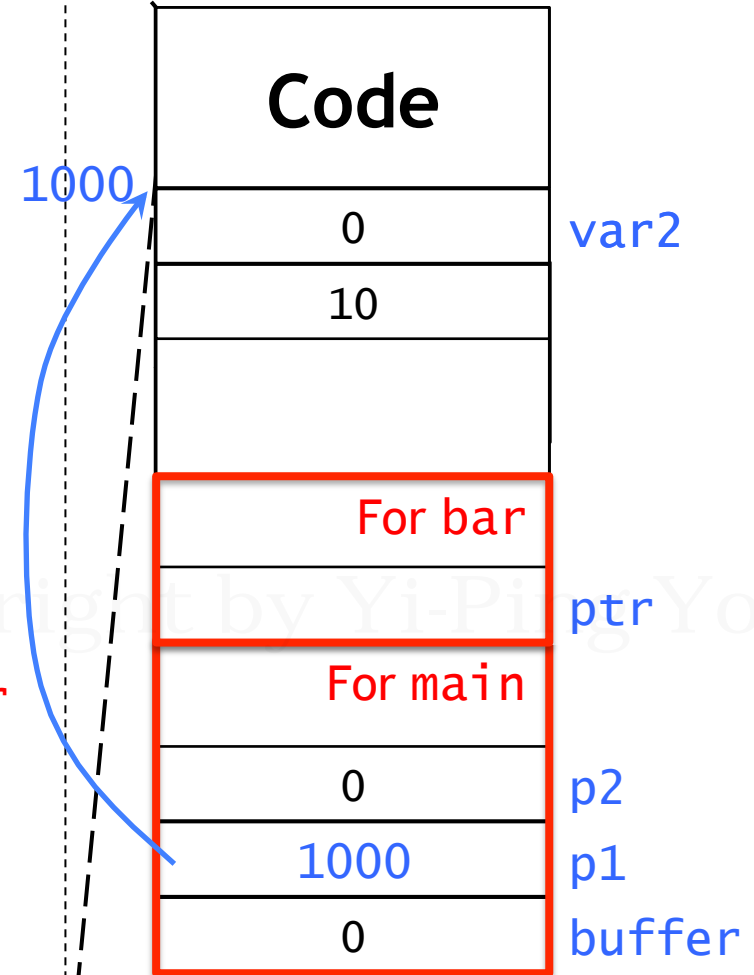
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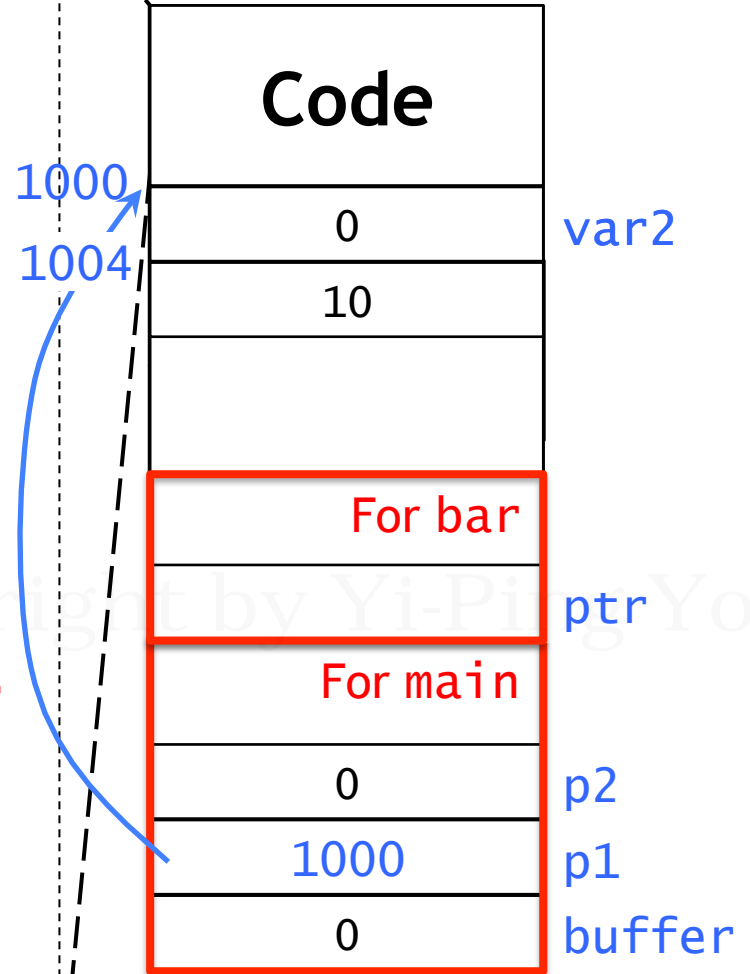
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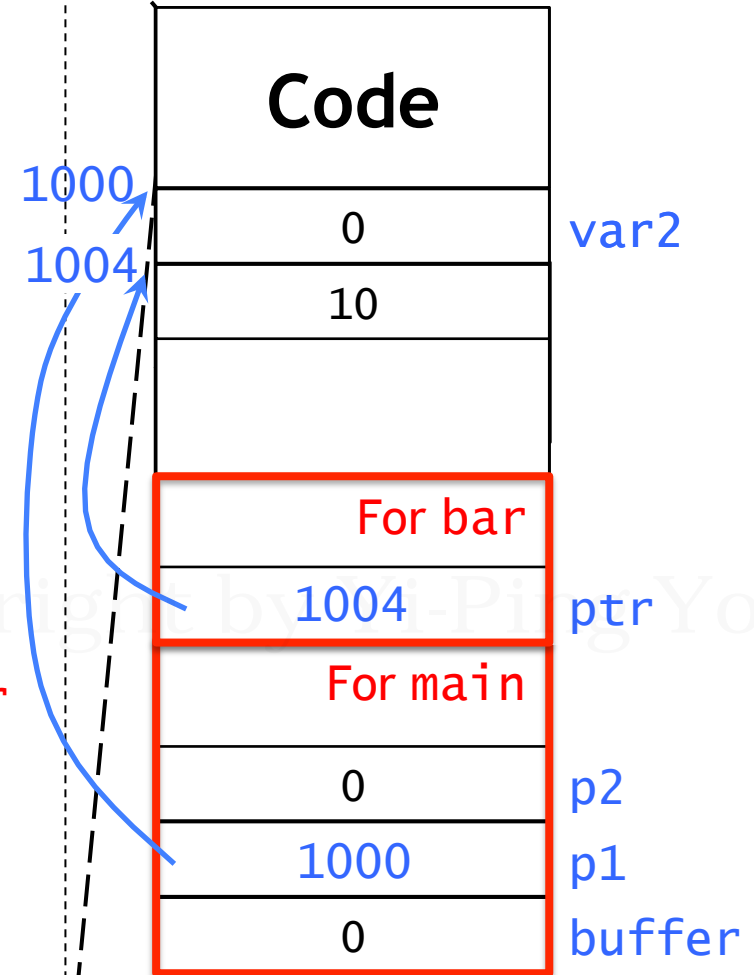
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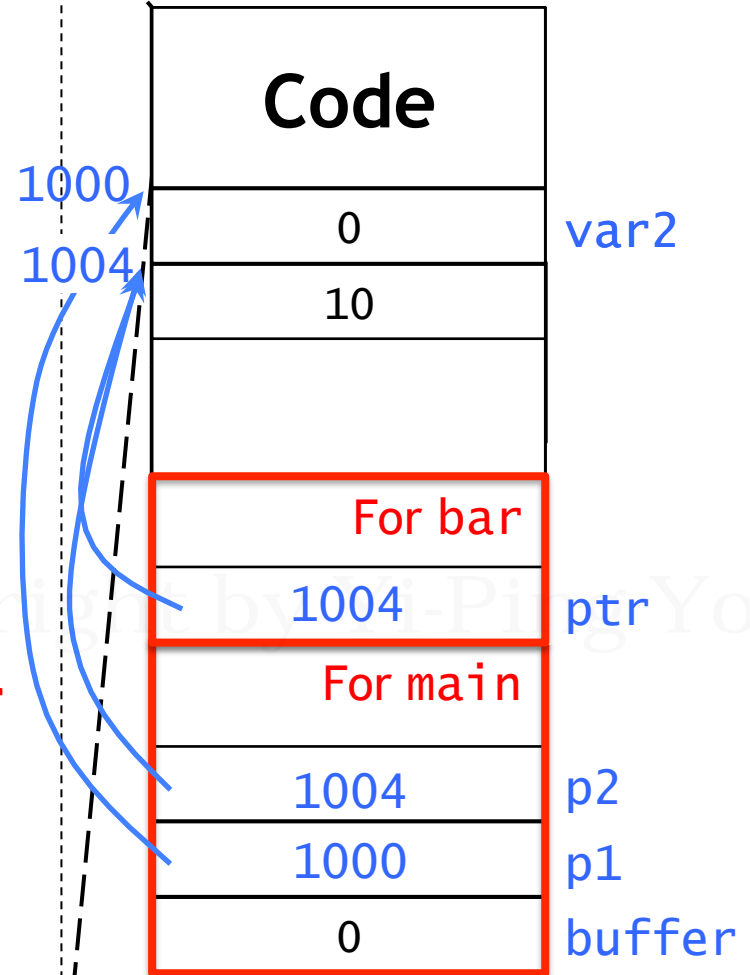
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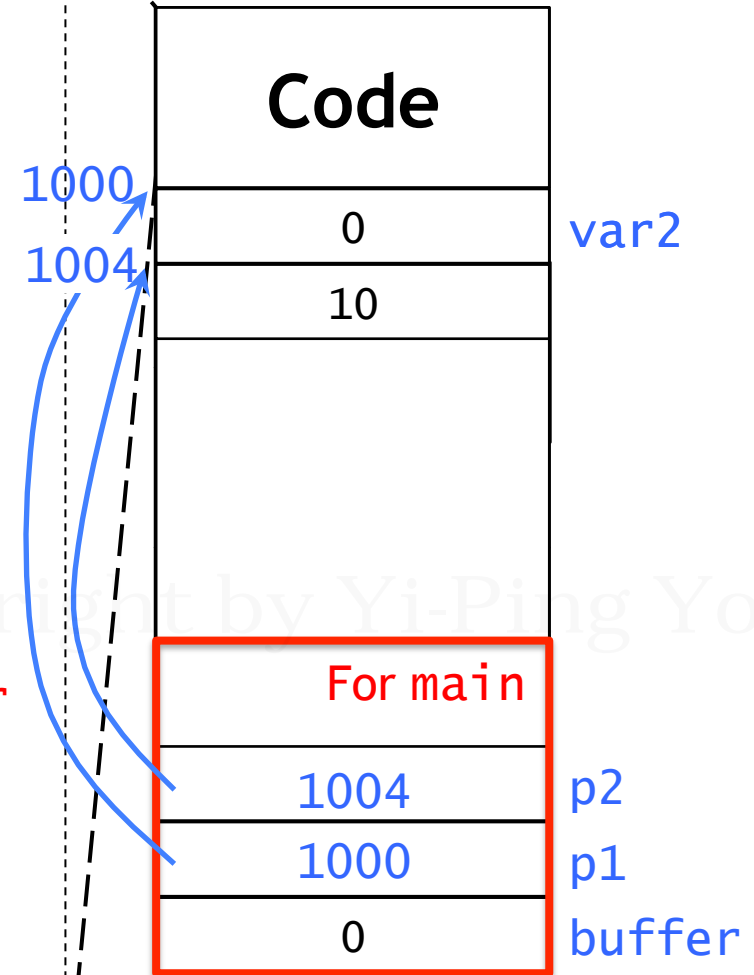
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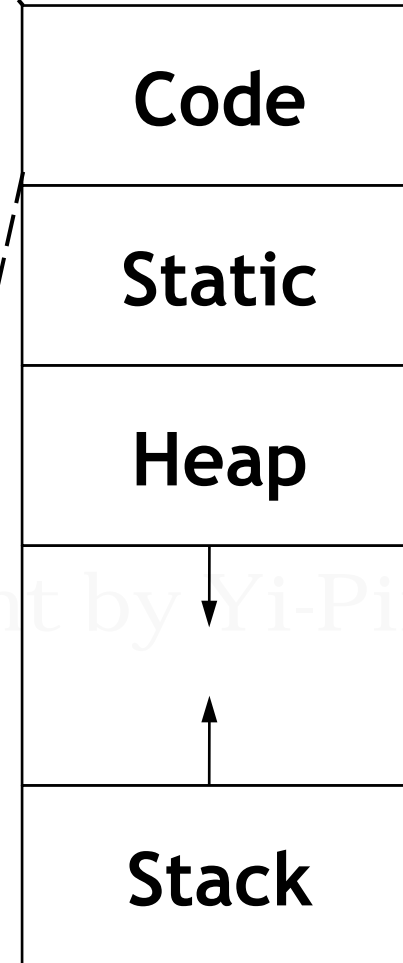


Another Running Example

```
#include <iostream>
using namespace std;

void foo(int *ptr) {
    ptr = new int(1);
}

int main() {
    int *p = 0;
    foo(p);
    *p = 10; // run-time error
    return 0;
}
```

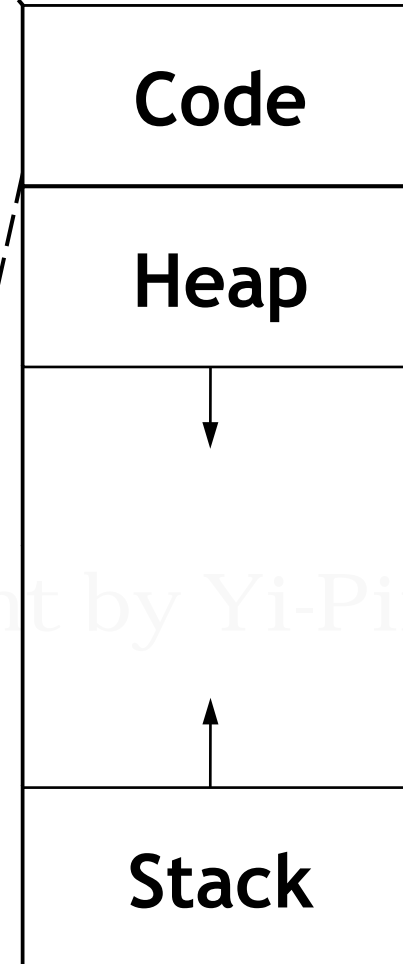


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Code

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Code

For main

0

p



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}
```

Code

For foo

For main

0

ptr

p

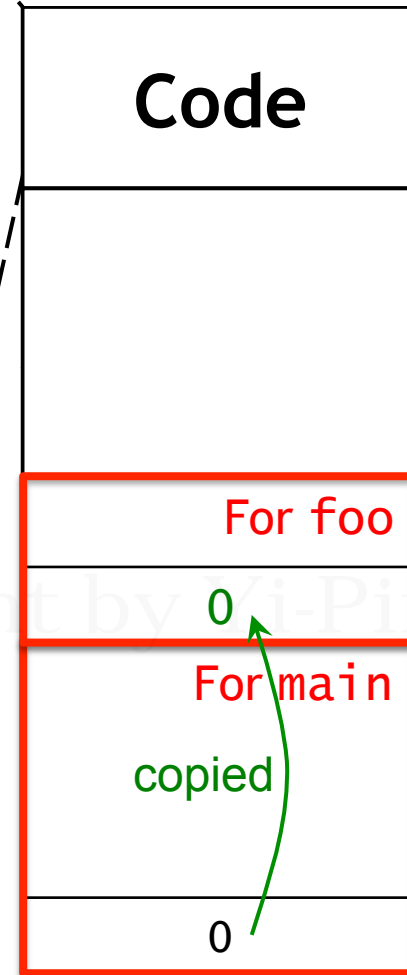


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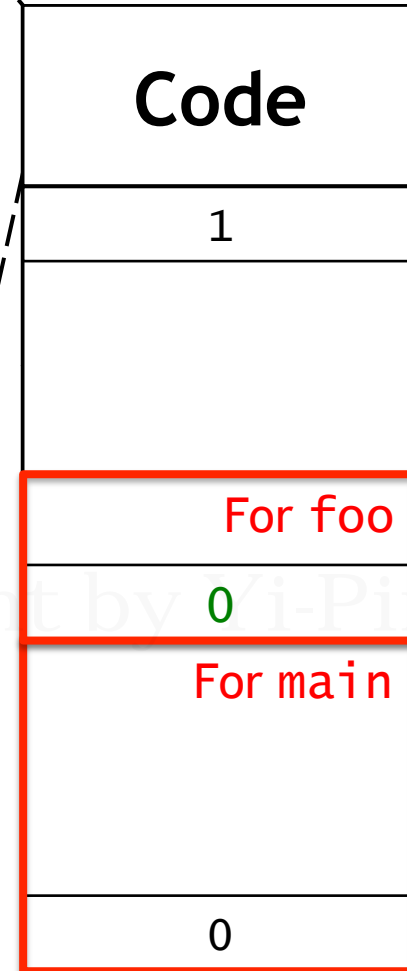


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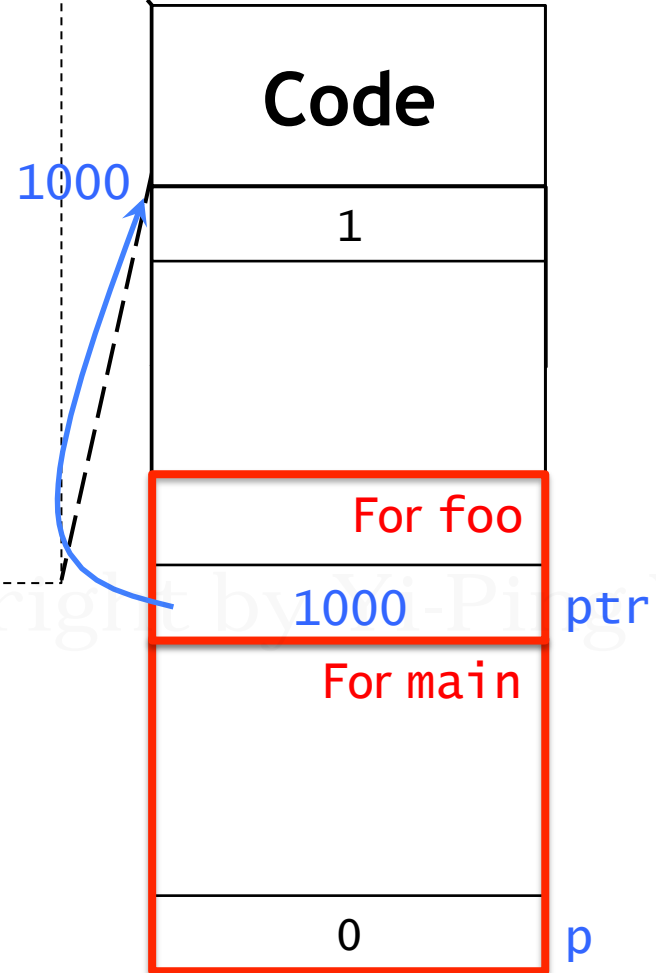


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