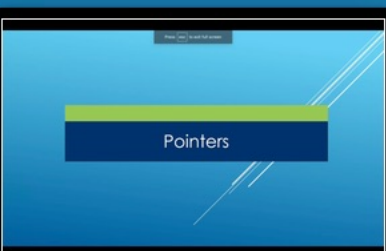
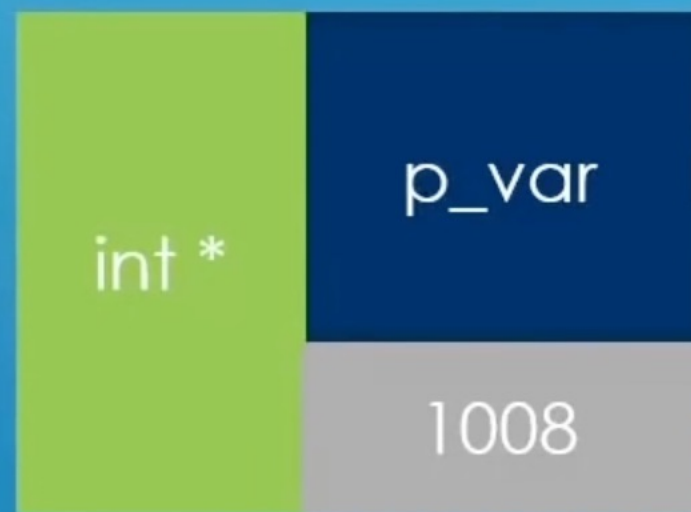


# Pointers



address	Variable name	value
1000		
1004		
1008	var	22
1012		
1016		
1020		
1024		
....		



address	Variable name	value
1000		
1004		
1008	var	22
1012		
1016		
1020		
1024		
....		