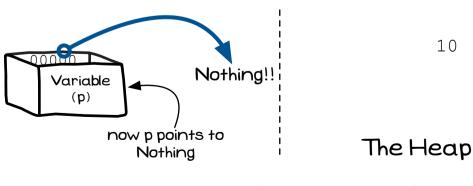


Free the memory referred to by p

The Heap



p still points to the location

where the value was previously stored

Set p to point to Nothing!