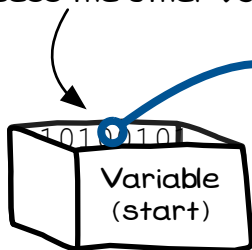
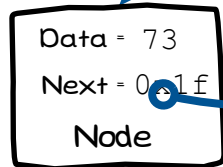
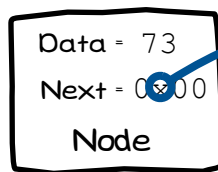
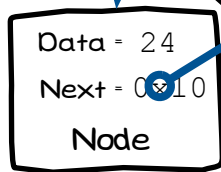


You need at least one local variable, otherwise how can you access the other values?



You can store pointer values on the heap, they are just like any other value...



Nothing!!

There will be a special value to represent the fact you pointer value does not point to anything...