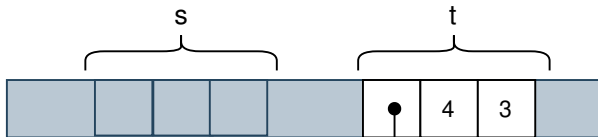


stack
frame



heap

