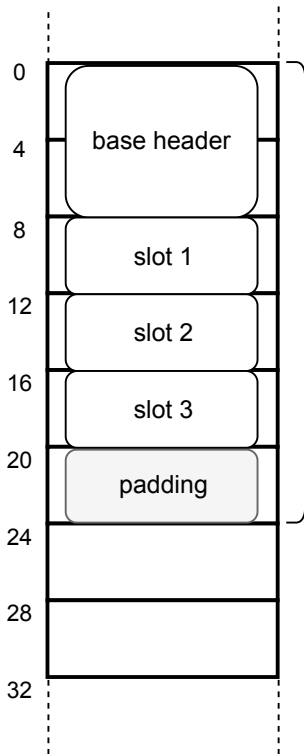


32-bits architecture



1 object with :
1 header
+
3 slots

aligned
addresses
on 8 bytes

64-bits architecture

