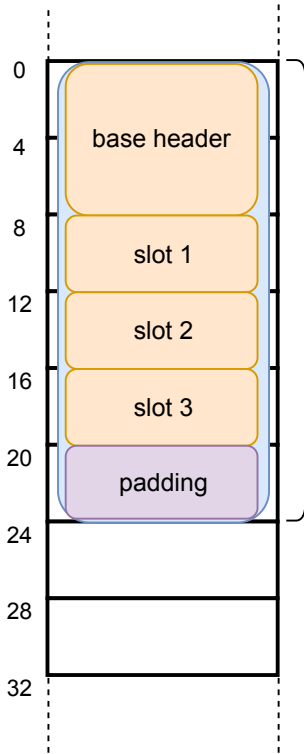


## 32-bits architecture



1 object with :  
1 header  
+  
3 slots

aligned  
addresses  
on 8 bytes

## 64-bits architecture

