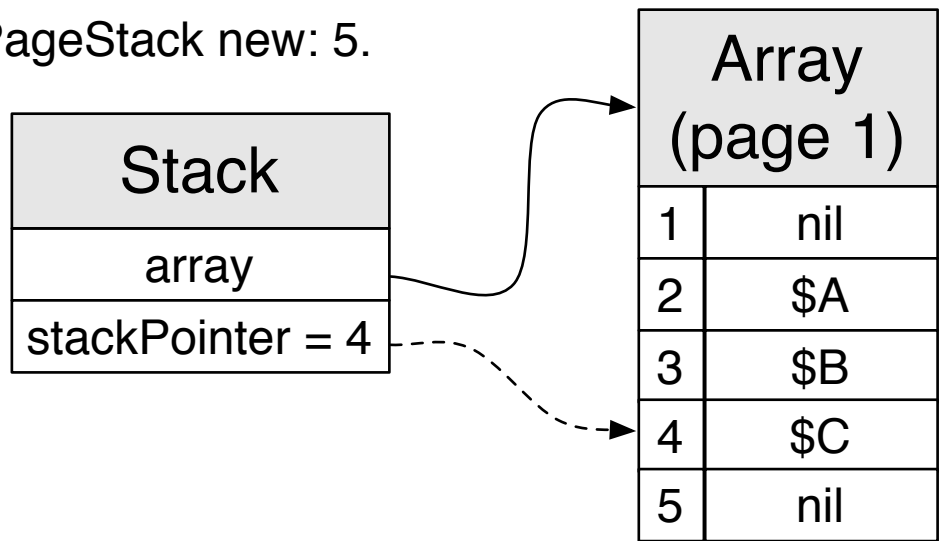
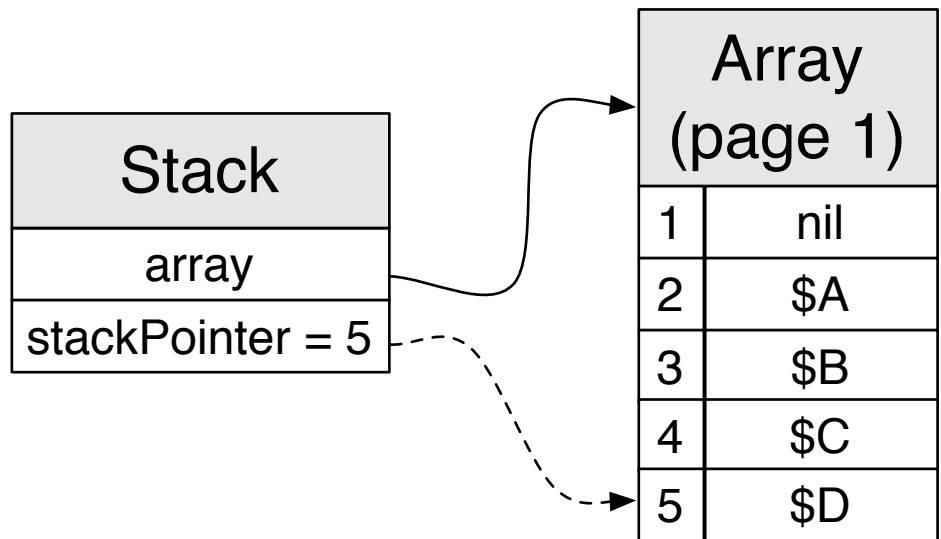


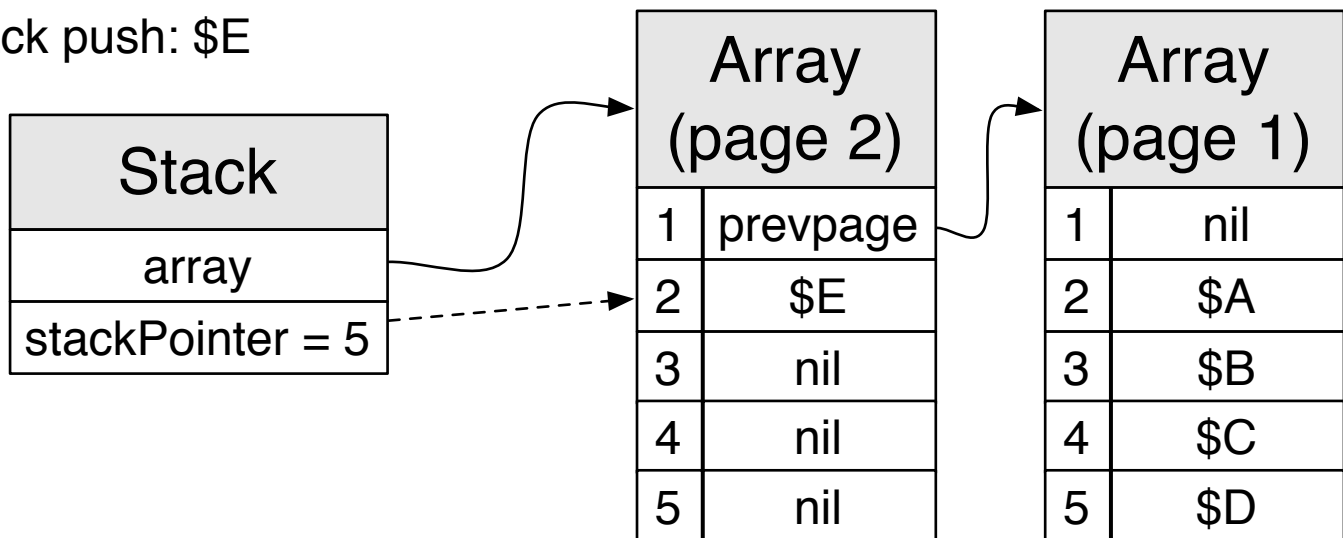
1. stack := StackedPageStack new: 5.
stack push: \$A.
stack push: \$B.
stack push: \$C



2. stack push: \$D



3. stack push: \$E



—> pointer

---> what the Smi represents