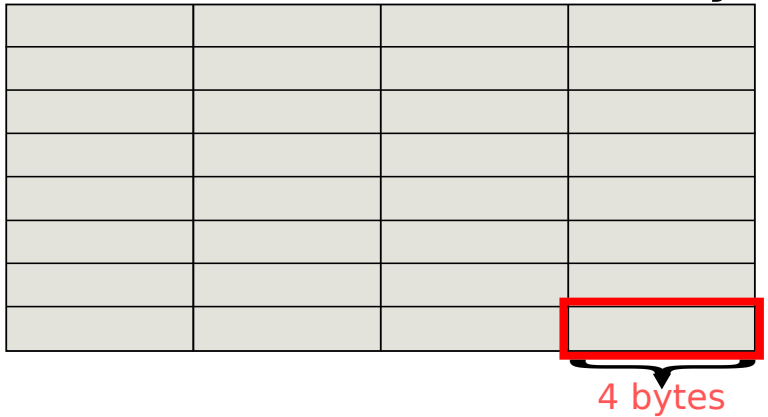
```
struct Register{
    string name;
    pair<int,int> loc;
};
...
vector<Register> registers;
...
for(Register r : registers){
    r.loc = make_pair(...);
}
```

8 bytes

4+4 bytes

cache line (block) of 128 bytes