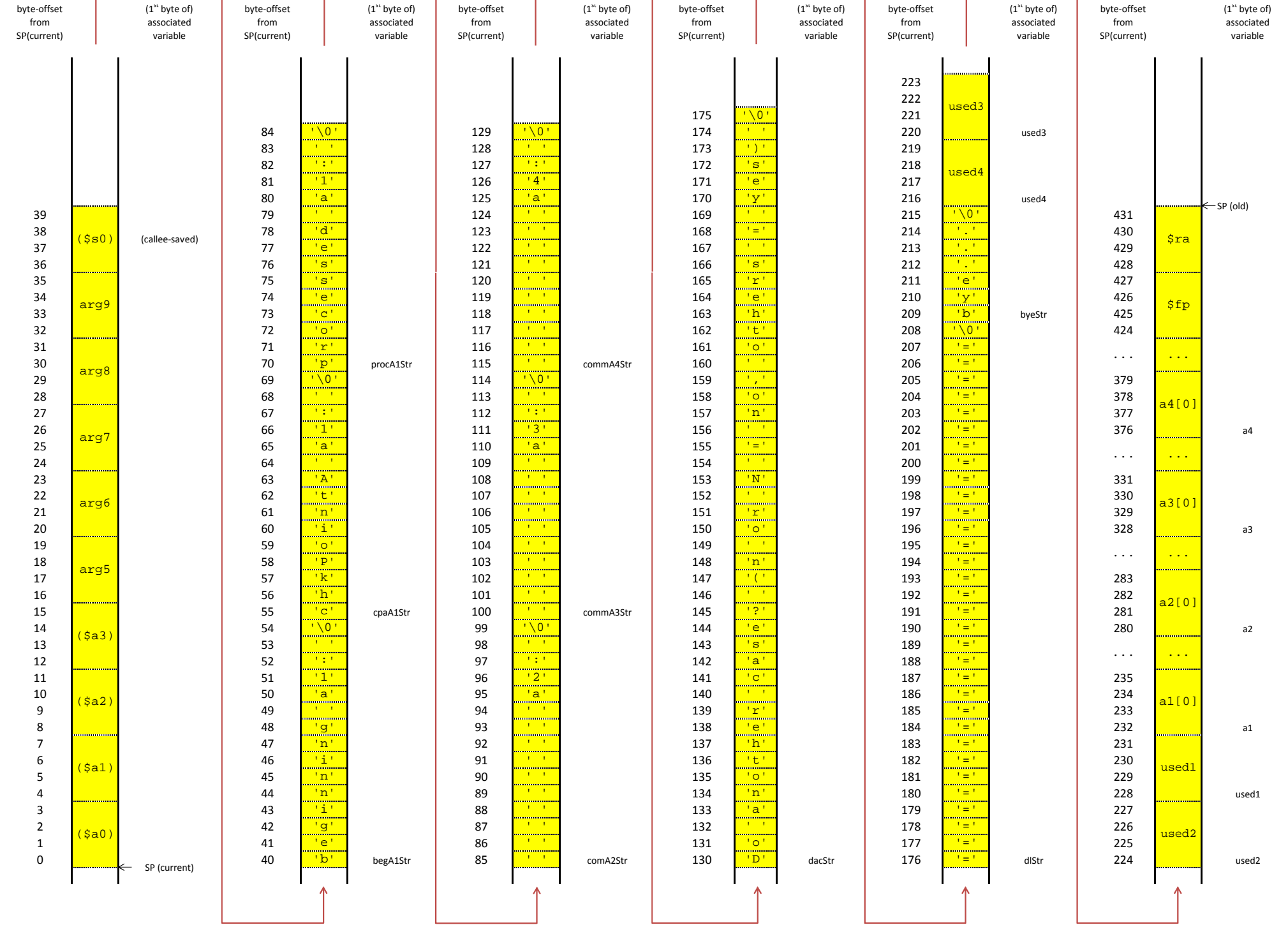
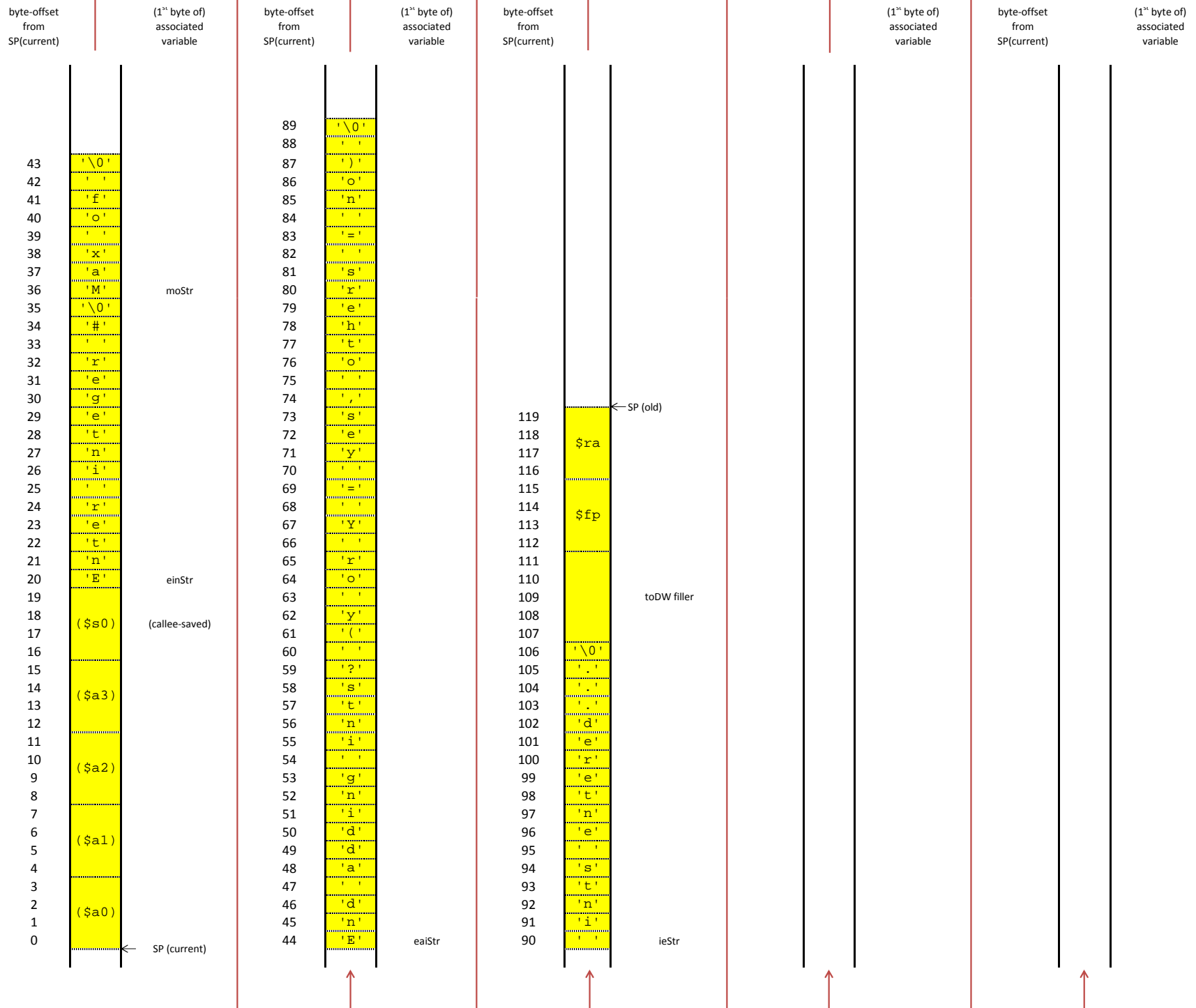


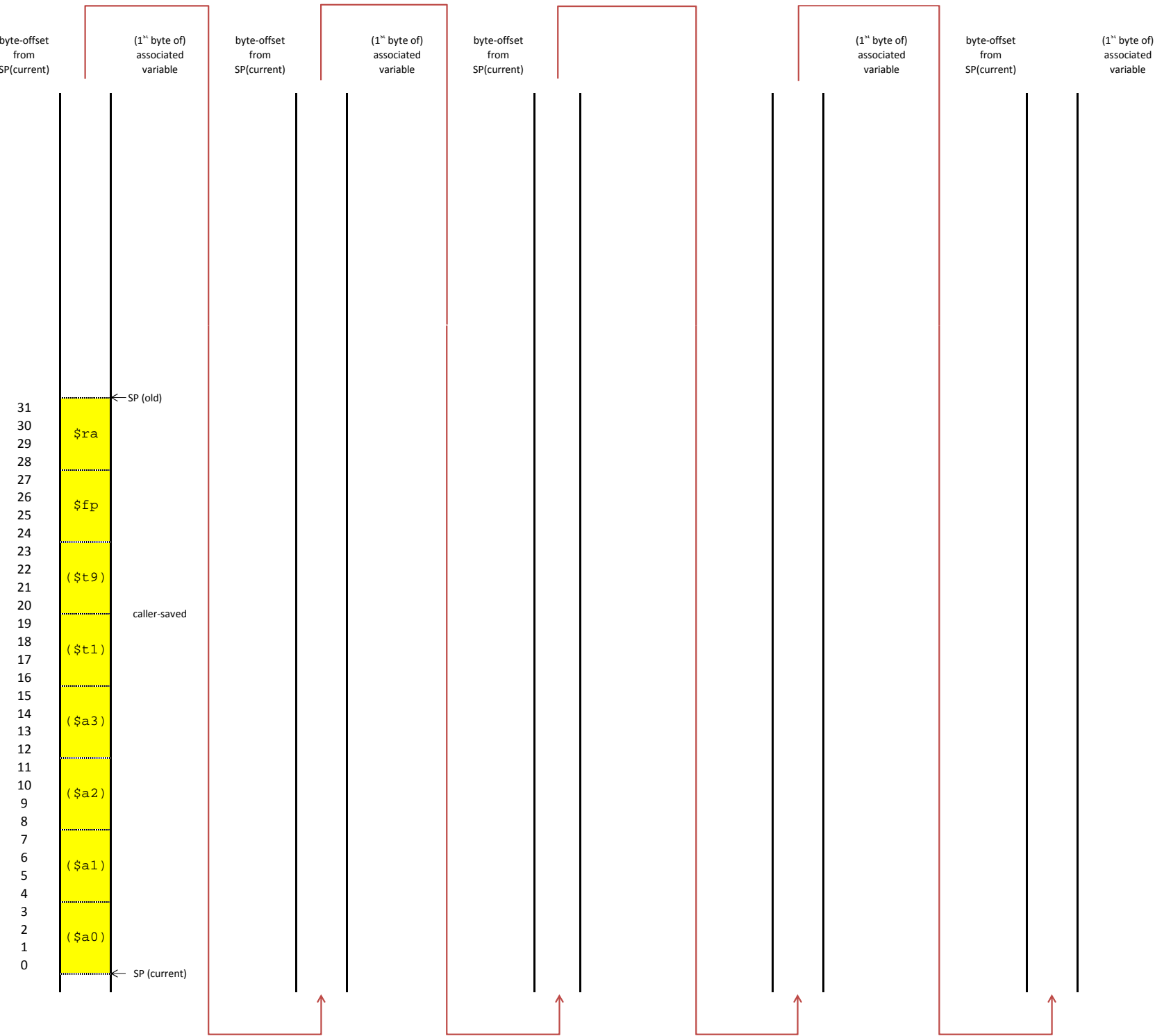
main's stack frame:



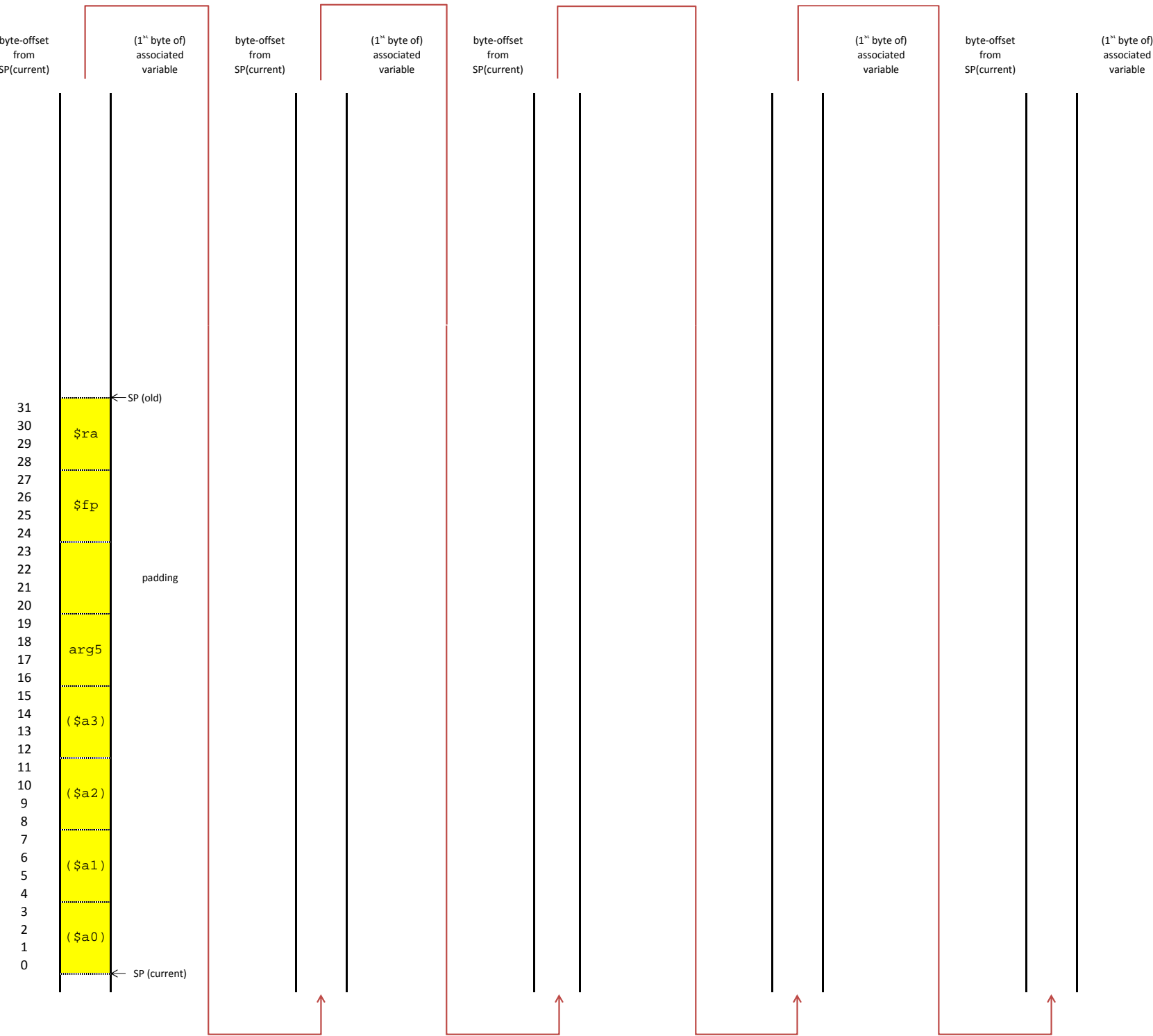
**PopulateArray12's** stack frame:



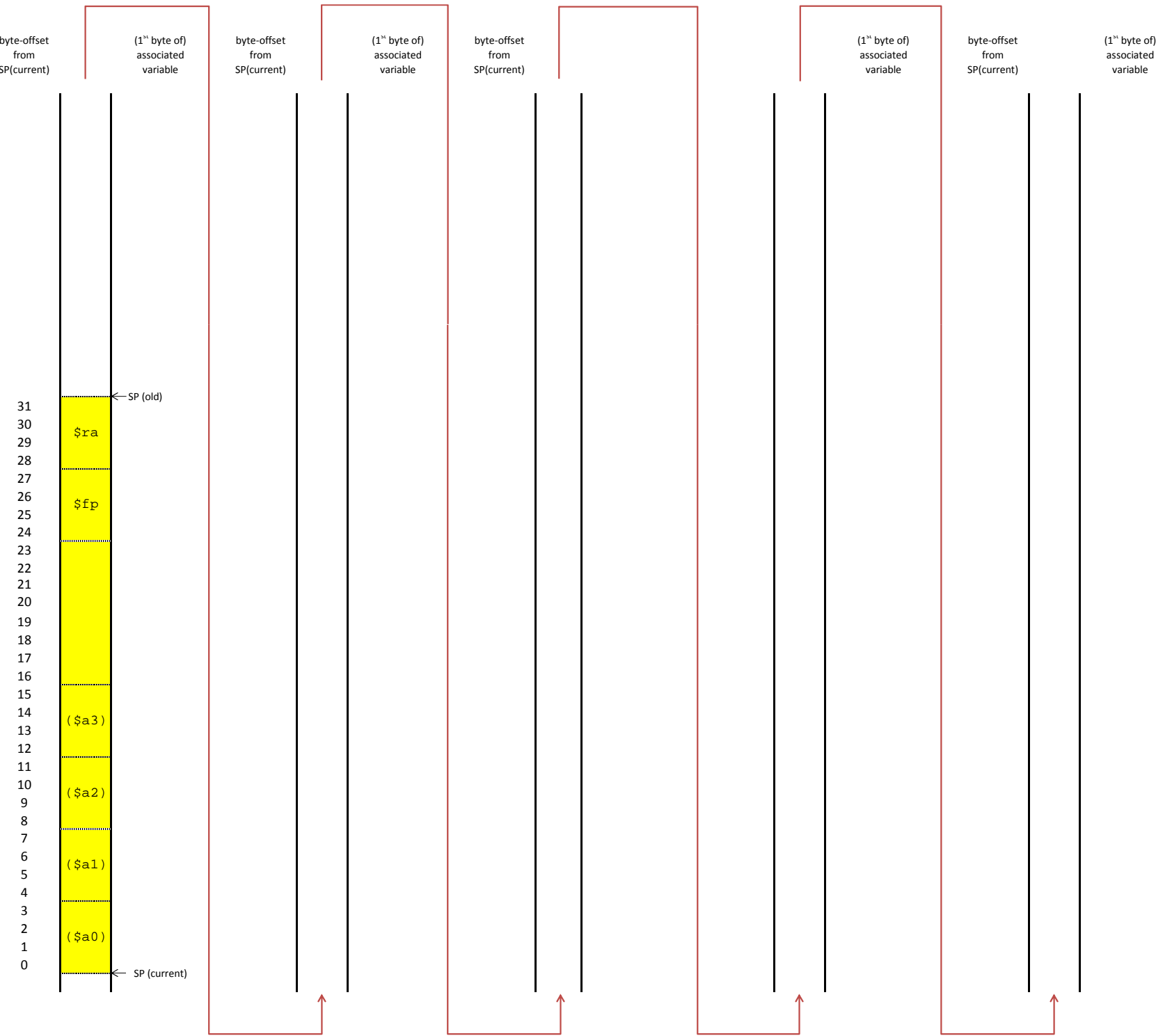
ProcArraysA's stack frame:



ProcArraysB's stack frame:



CoutCstrNL's stack frame:



ShowArrayLabeled's stack frame:

byte-offset  
from  
SP(current)

(1<sup>st</sup> byte of)  
associated  
variable

byte-offset  
from  
SP(current)

(1<sup>st</sup> byte of)  
associated  
variable

byte-offset  
from  
SP(current)

(1<sup>st</sup> byte of)  
associated  
variable

byte-offset  
from  
SP(current)

(1<sup>st</sup> byte of)  
associated  
variable

