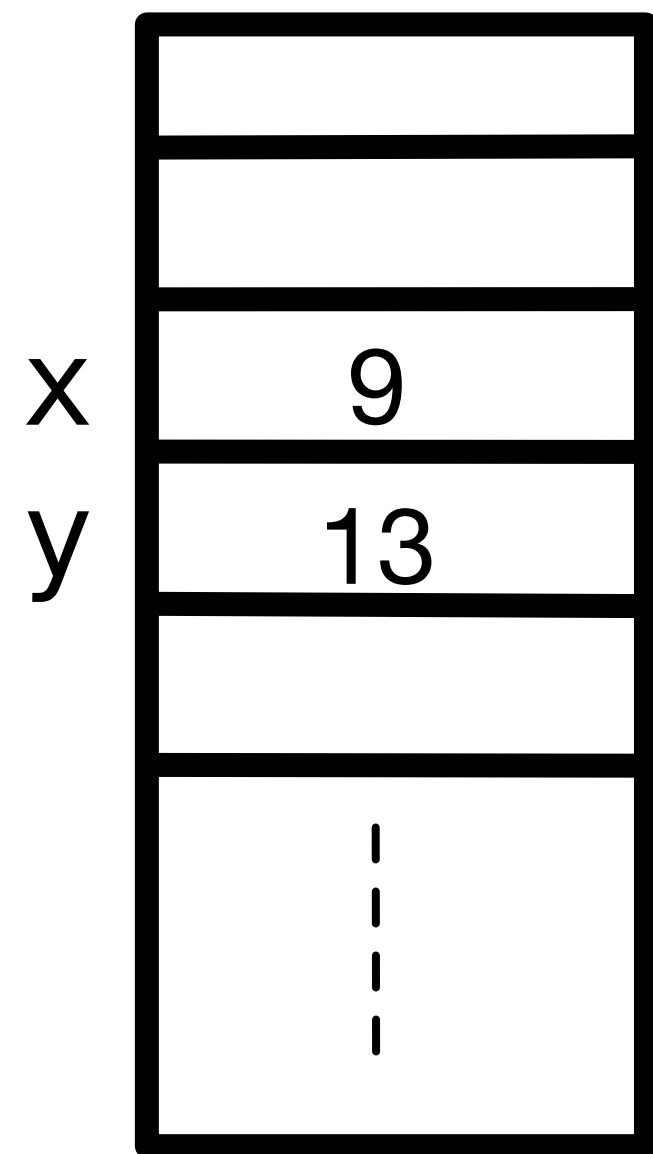


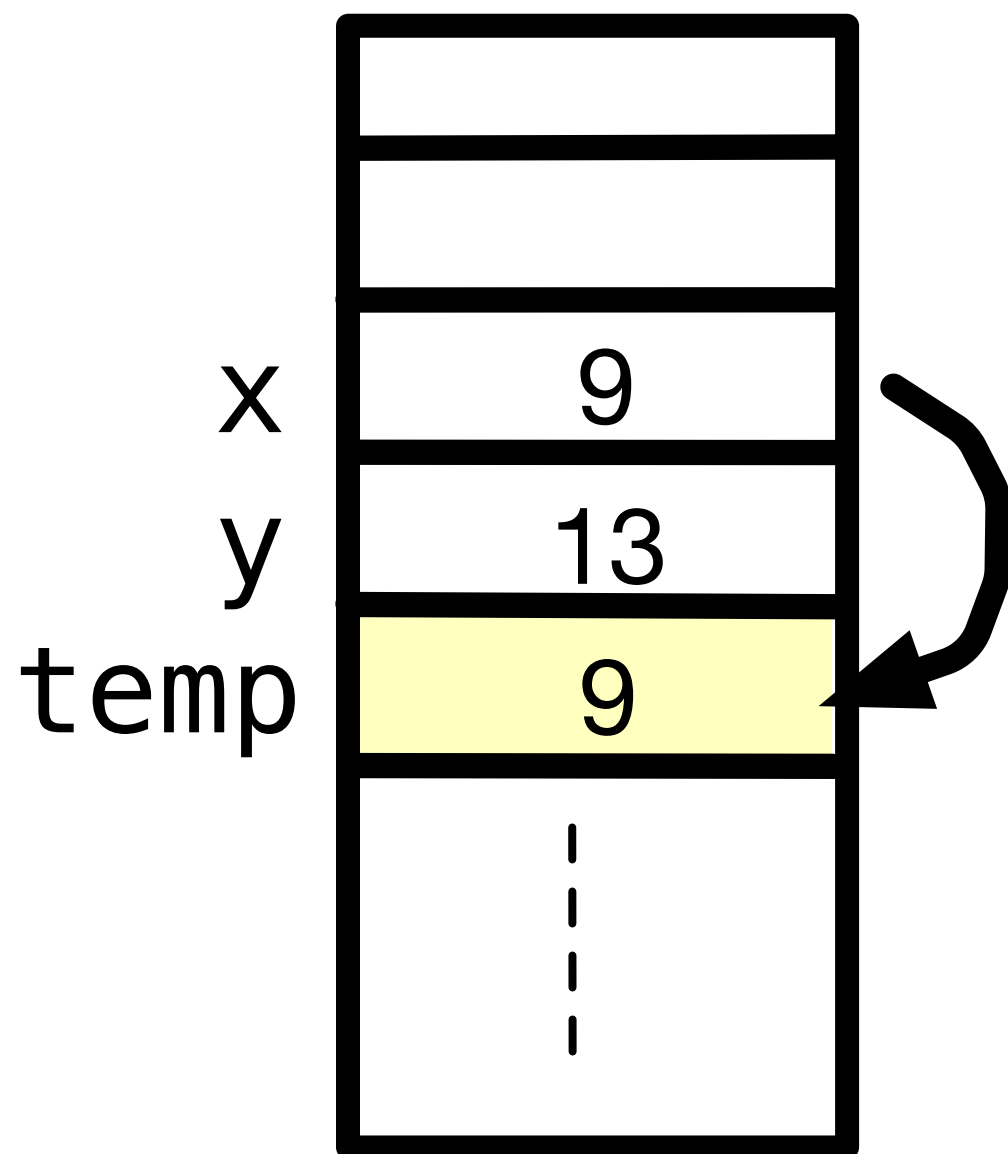
①

Main memory



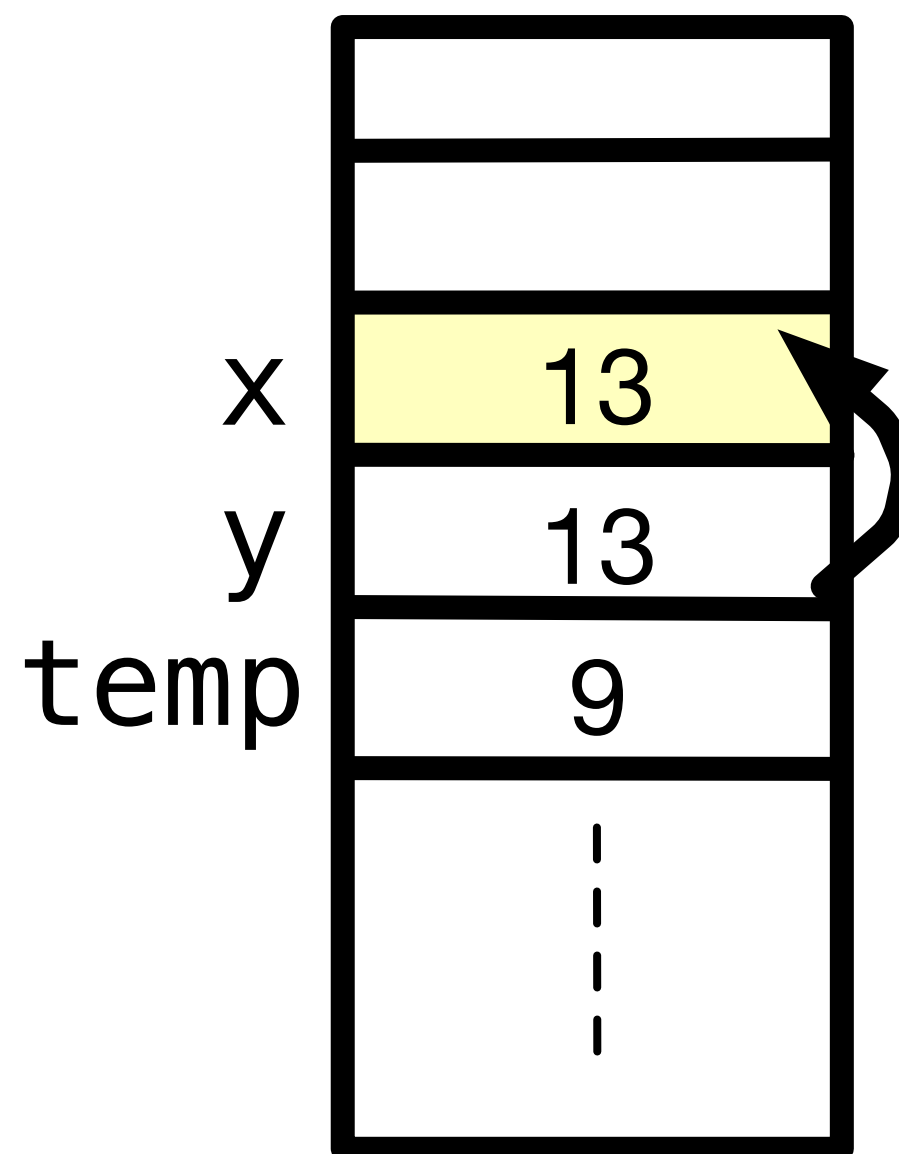
②

Main memory

`int temp = x;`

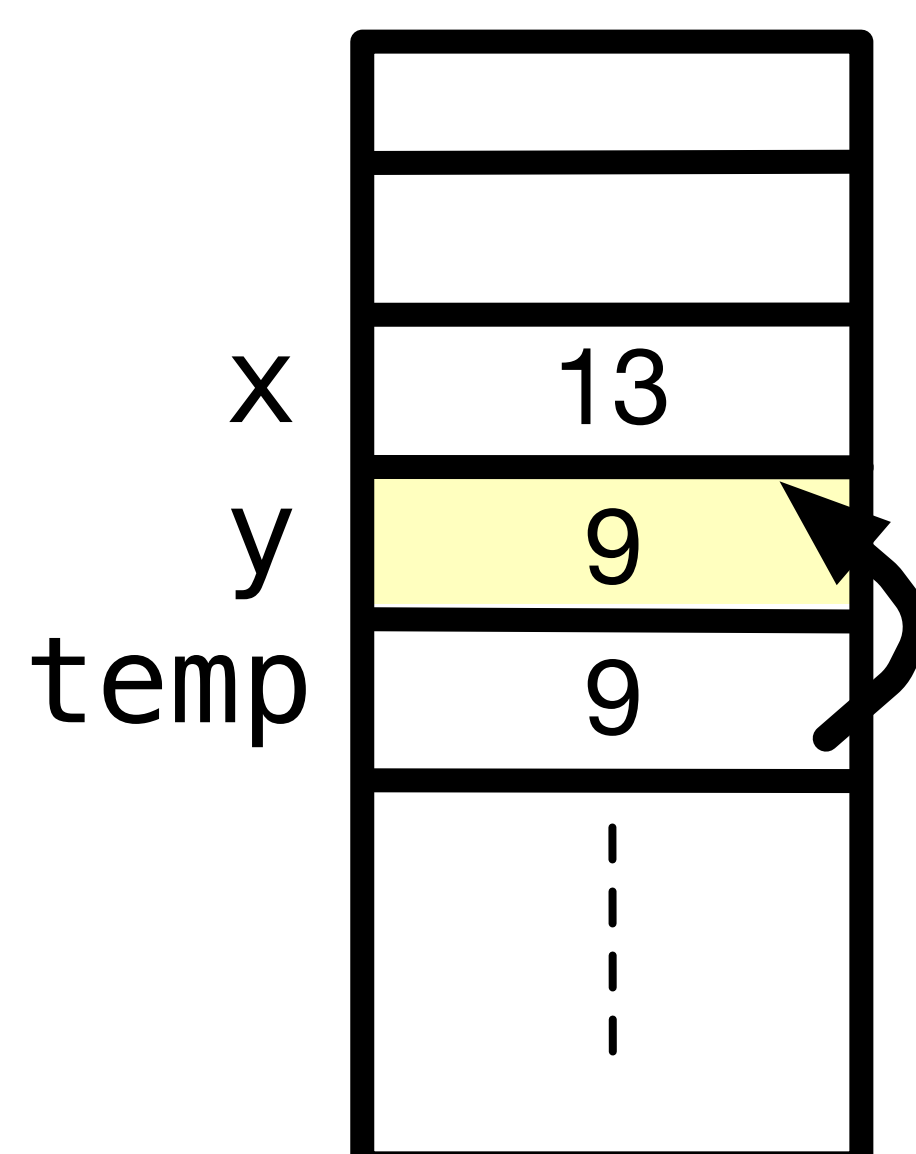
③

Main memory

`x = y;`

④

Main memory

`y = temp;`