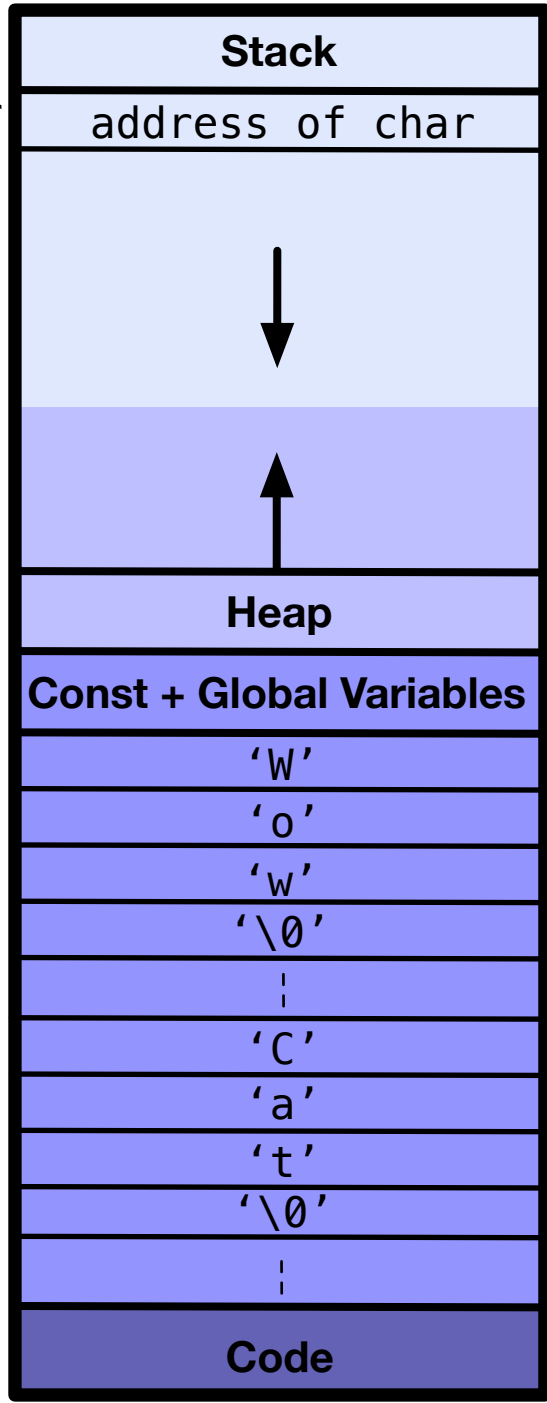


Main memory

Code snippet

pStr



① `char* pStr = "Wow";`

② `pStr = "Cat";`

①

②