Memory Tables:

- 1. Create a new Memory Table every time a method is called.
- 2. Write the method name in the box at the top of table.
- 3. When a variable is created, add it as a row in the table (variable name in the "name" column; value in "value" column.
- 4. When a variable is updated, find the variable by name, cross out the previous value and write in the new one.
- 5. After the method finishes running, write the value for the return and cross out the entire table.

Method Name:		Method Name:	
Name	Value	Name	Value
Return		Return	
Method Name:		Method Name:	
Method Name:	Value	Method Name:	Value
	Value		Value