```cpp
int * f() {
    int x = 5;
    return &x;
}
int main() {
    int * y = f();
    return 0;
}
```

returning a pointer to an int which is x referenced (&x)

Stack

f()	int*
5	int
main	int
f()	int*

x → 5 int

y → f() int*
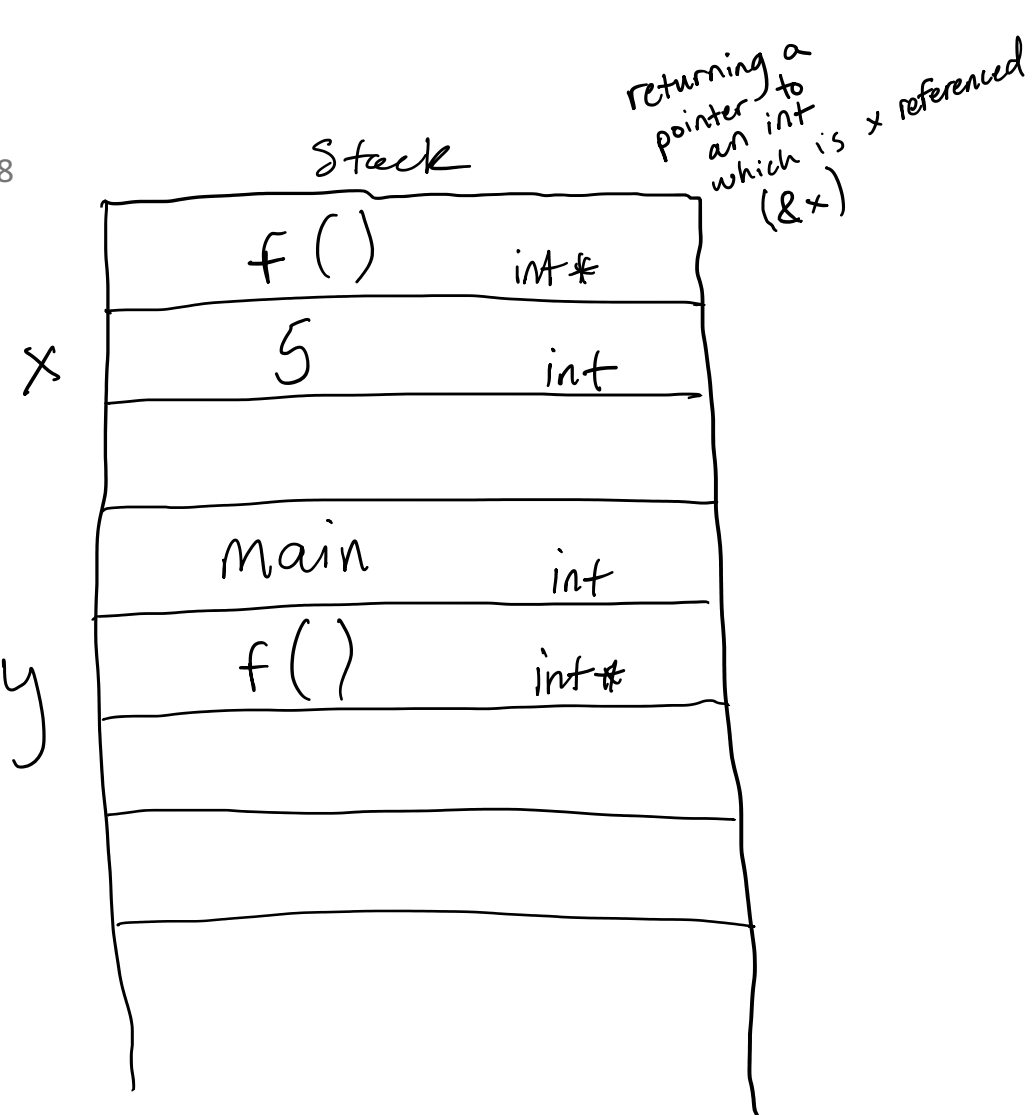
Part 2

```cpp
double* copy(double* anyArray, int arraySize) {
    anyArray = new double[arraySize]
    for (int i = 0; i < arraySize; i++) {
        anyArray[i] = i;
    }
    return anyArray;
}

main() {
    double* someArray = nullptr;
    int arraySize = 5;
    std::cout << copy(someArray, arraySize) << std::endl;
    return 0;
}
```

Stack

main	
nullptr	double*
5	int
copy	

someArray → nullptr double*

arraySize → 5 int