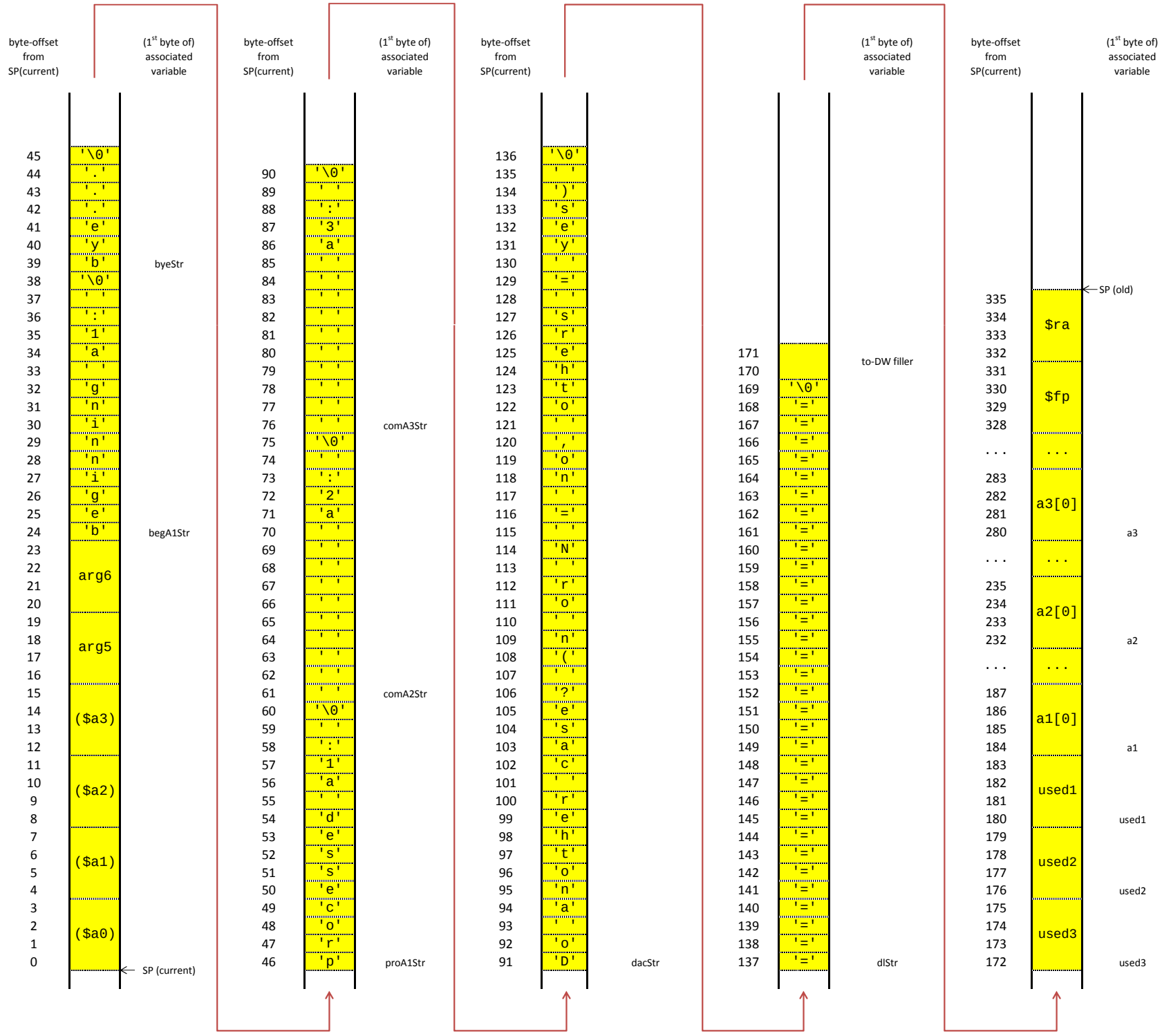
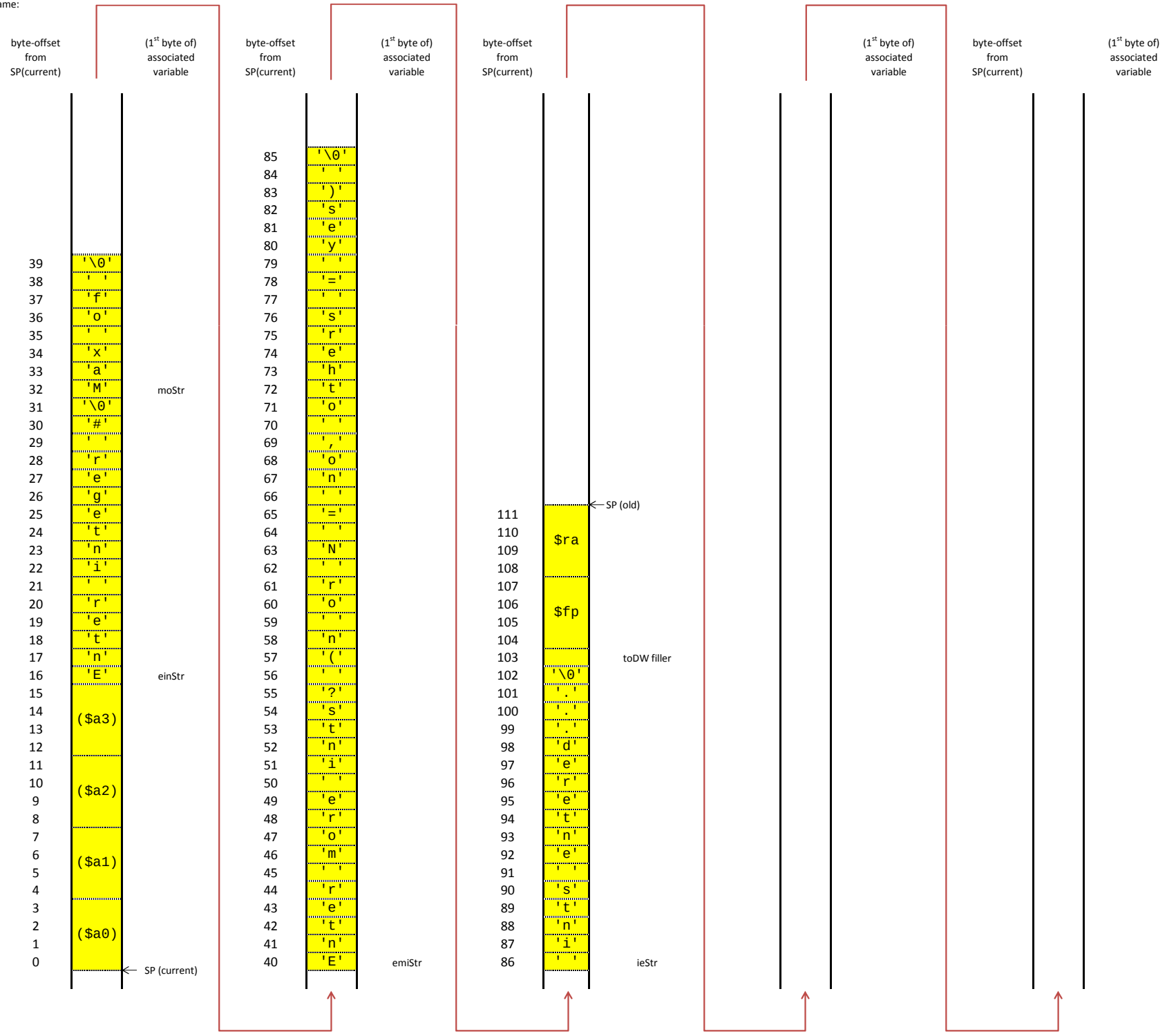
main's stack frame:

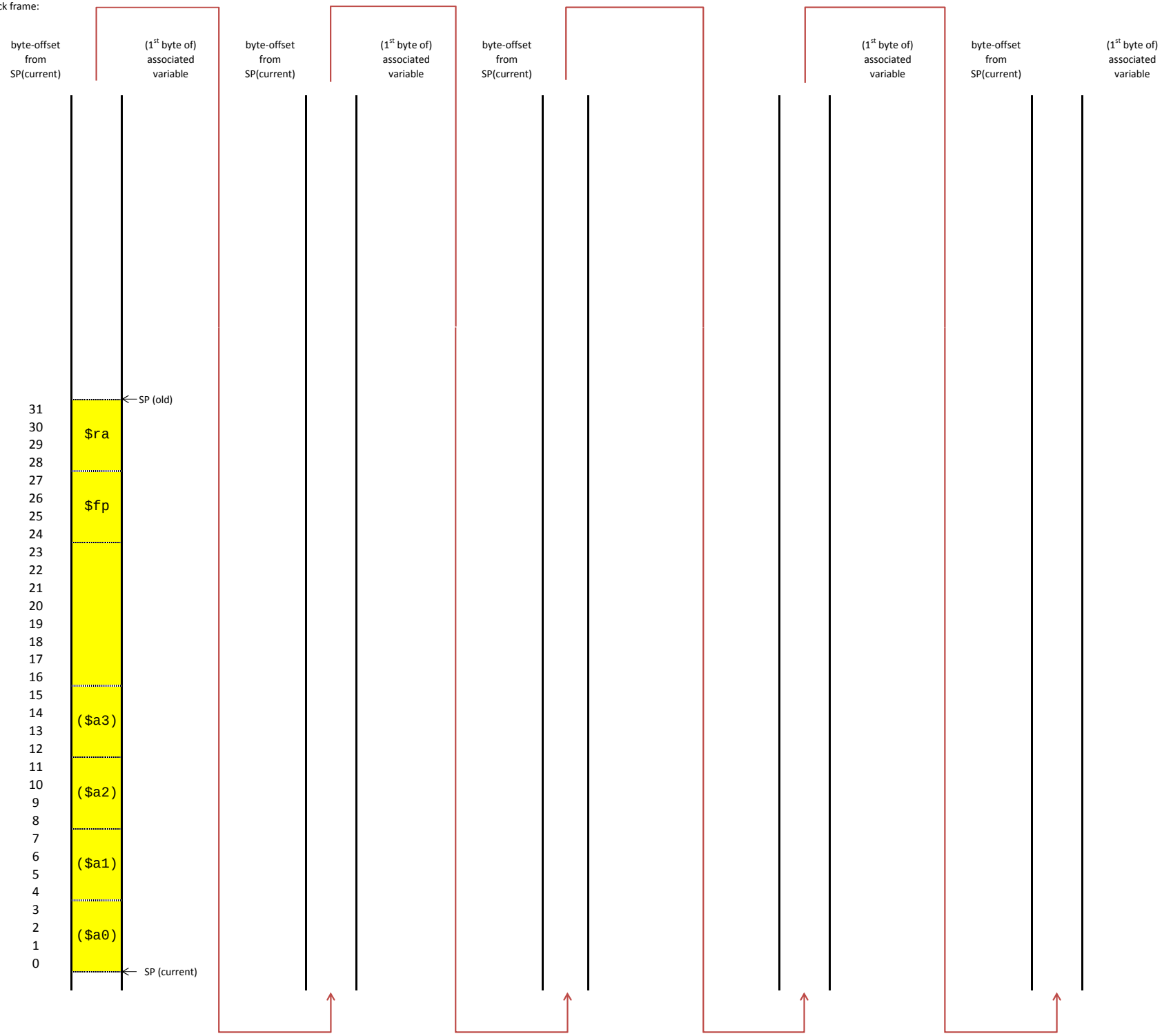


CoutCstrNL's stack frame:

PopulateArray's stack frame:

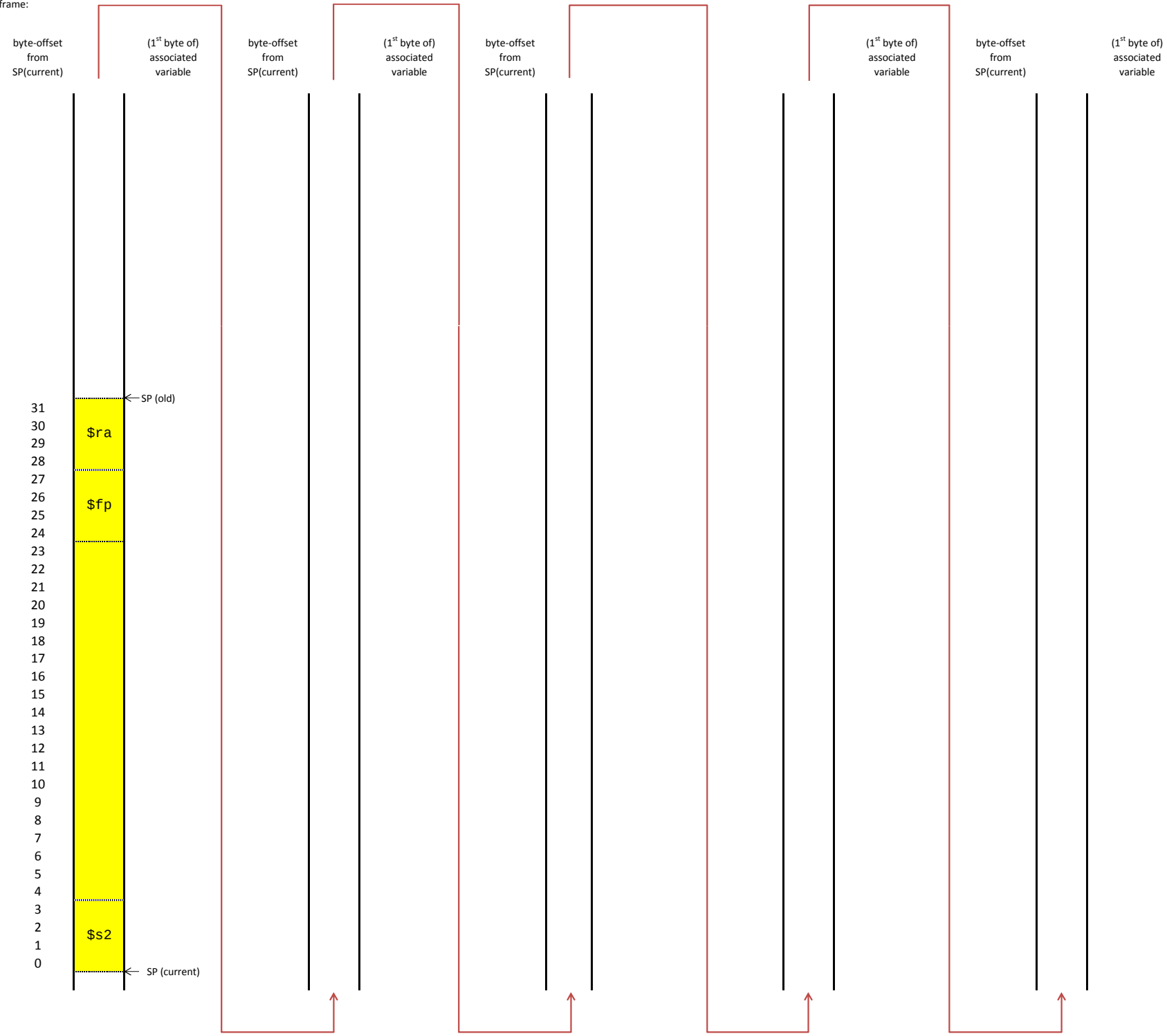


ShowArrayLabeled's stack frame:

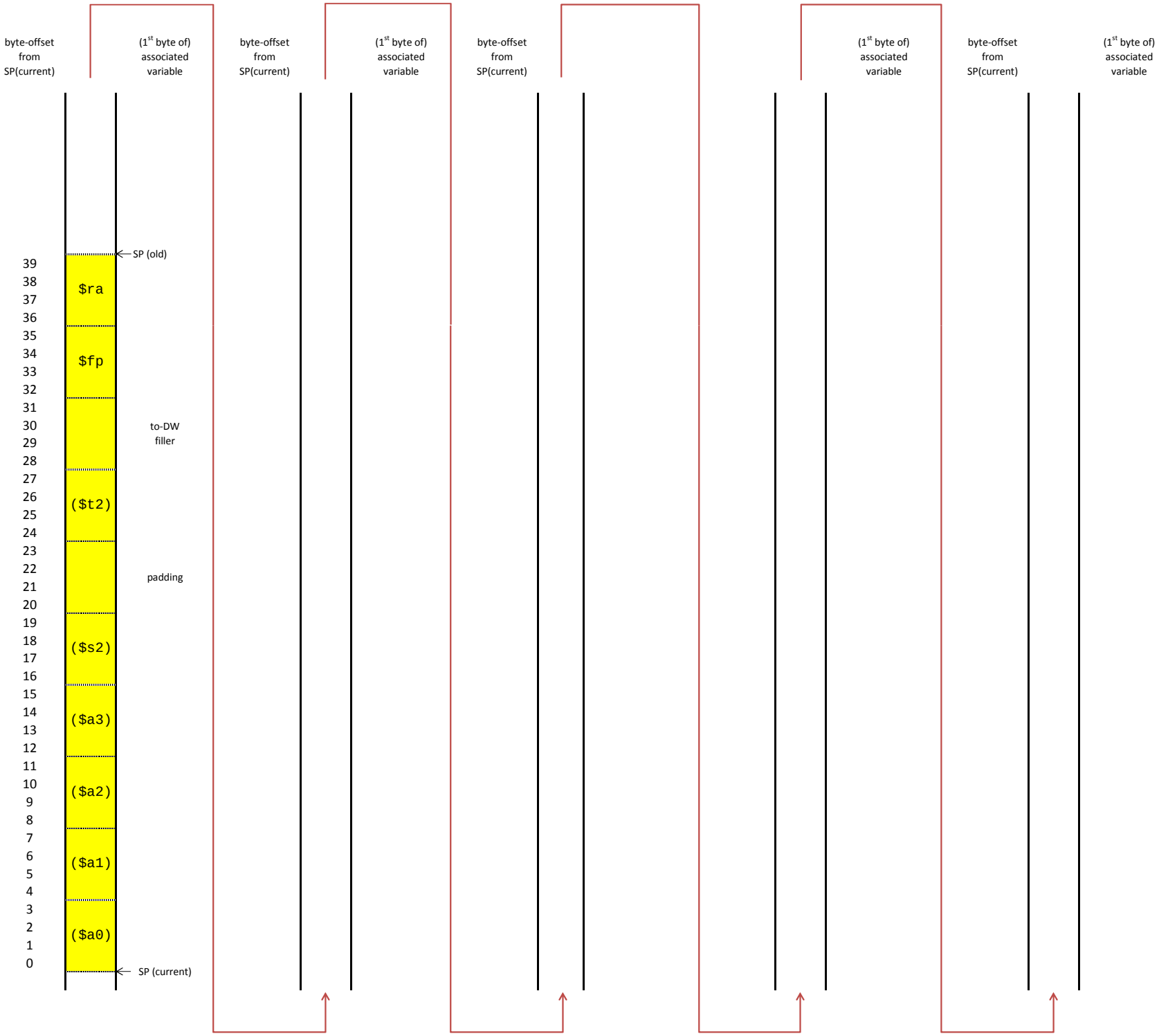
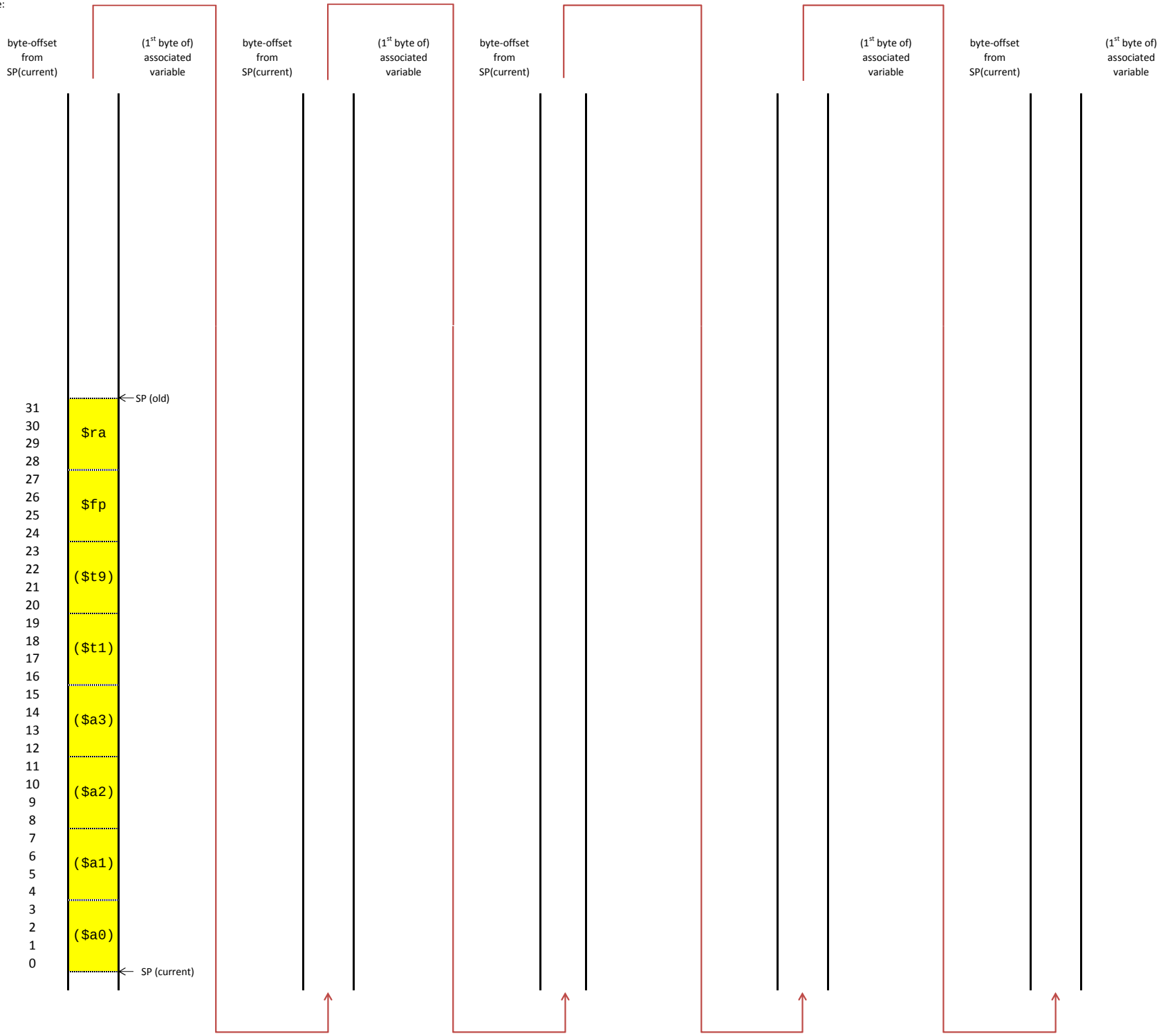


ProcArrays' stack frame:

ProcArrayL_Aux's stack frame:



ProcArrayL's stack frame:



ProcArrayM's stack frame: