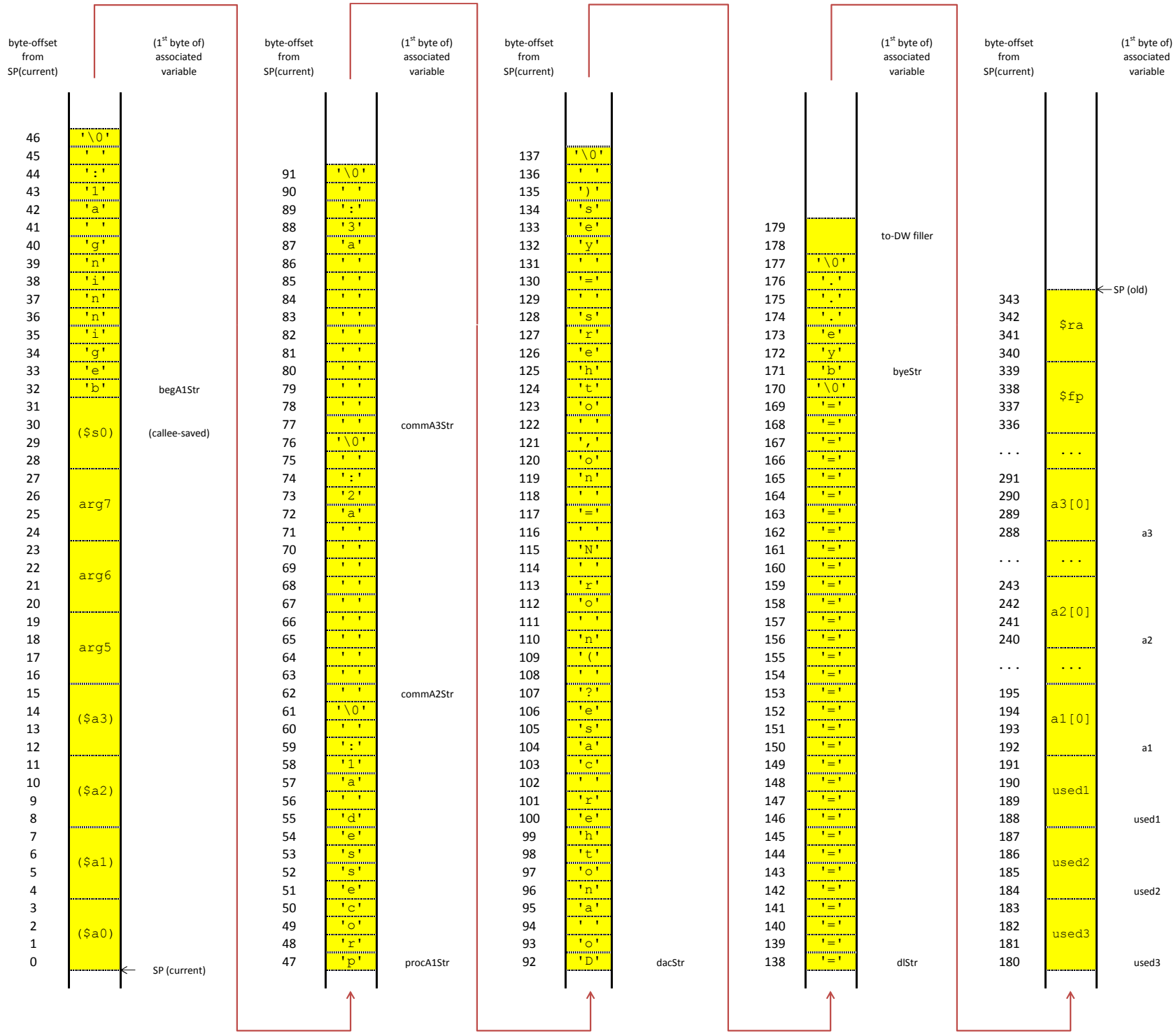
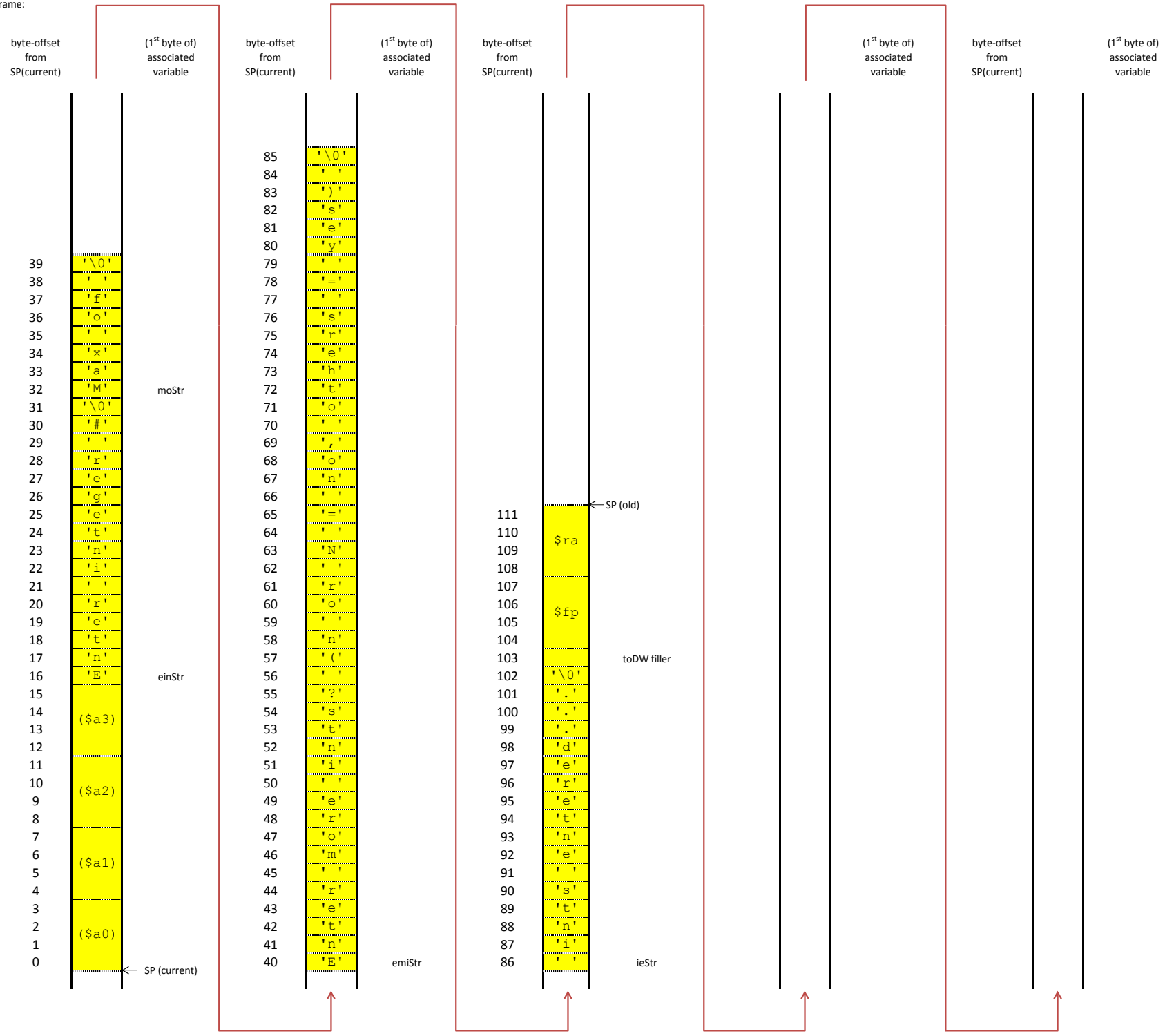
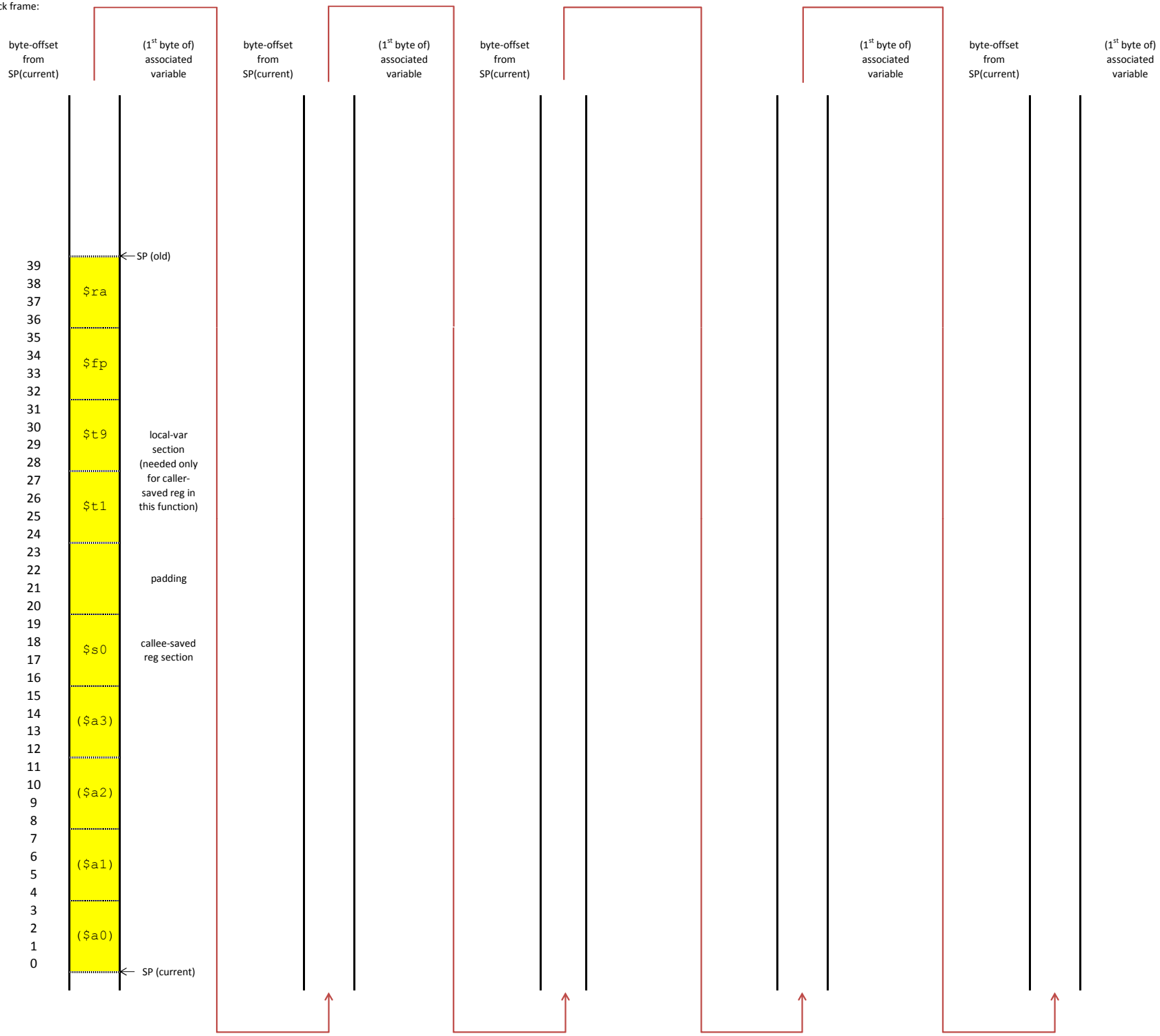
main's stack frame:



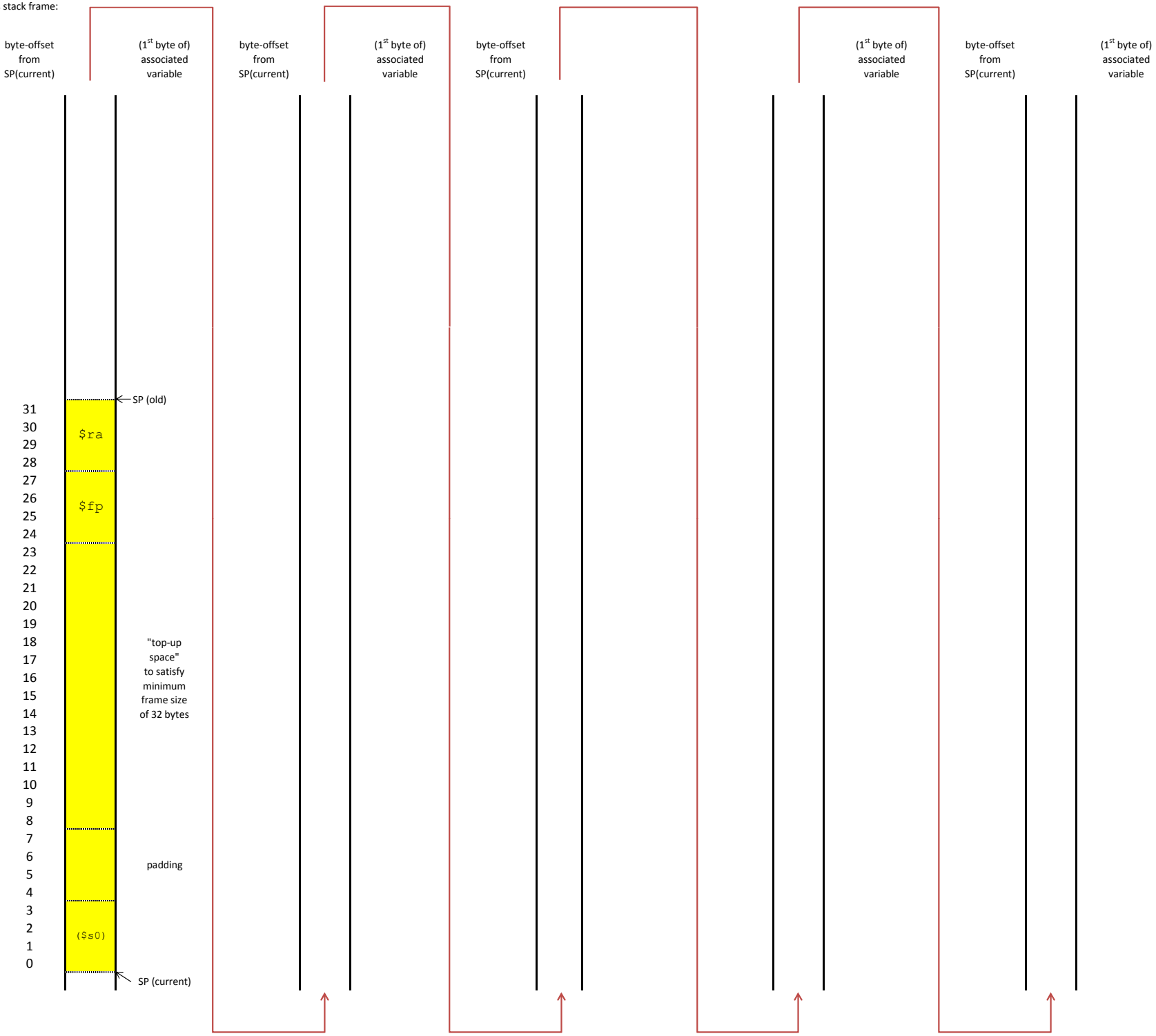
PopulateArray1's stack frame:



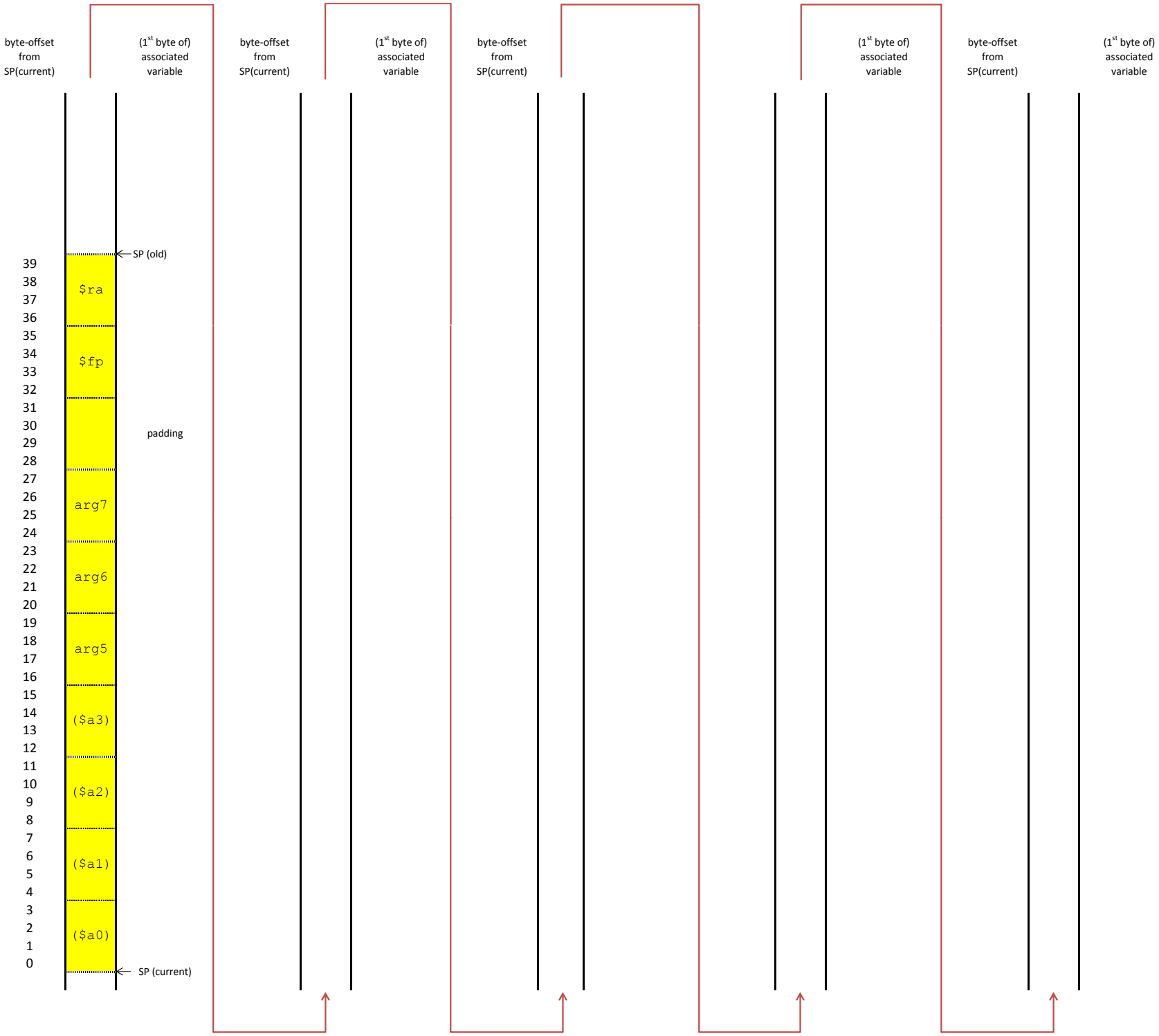
PopulateArray1223's stack frame:



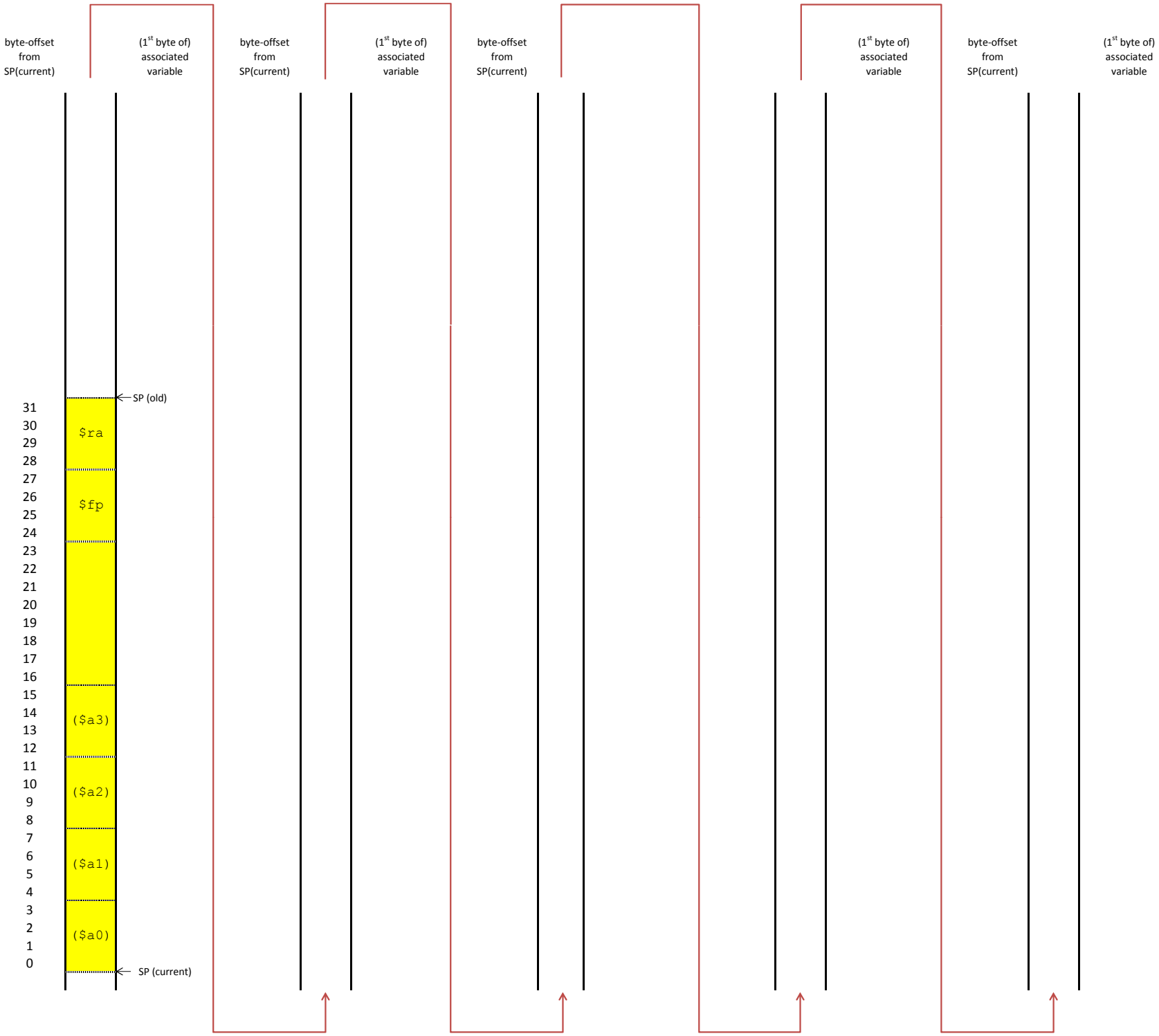
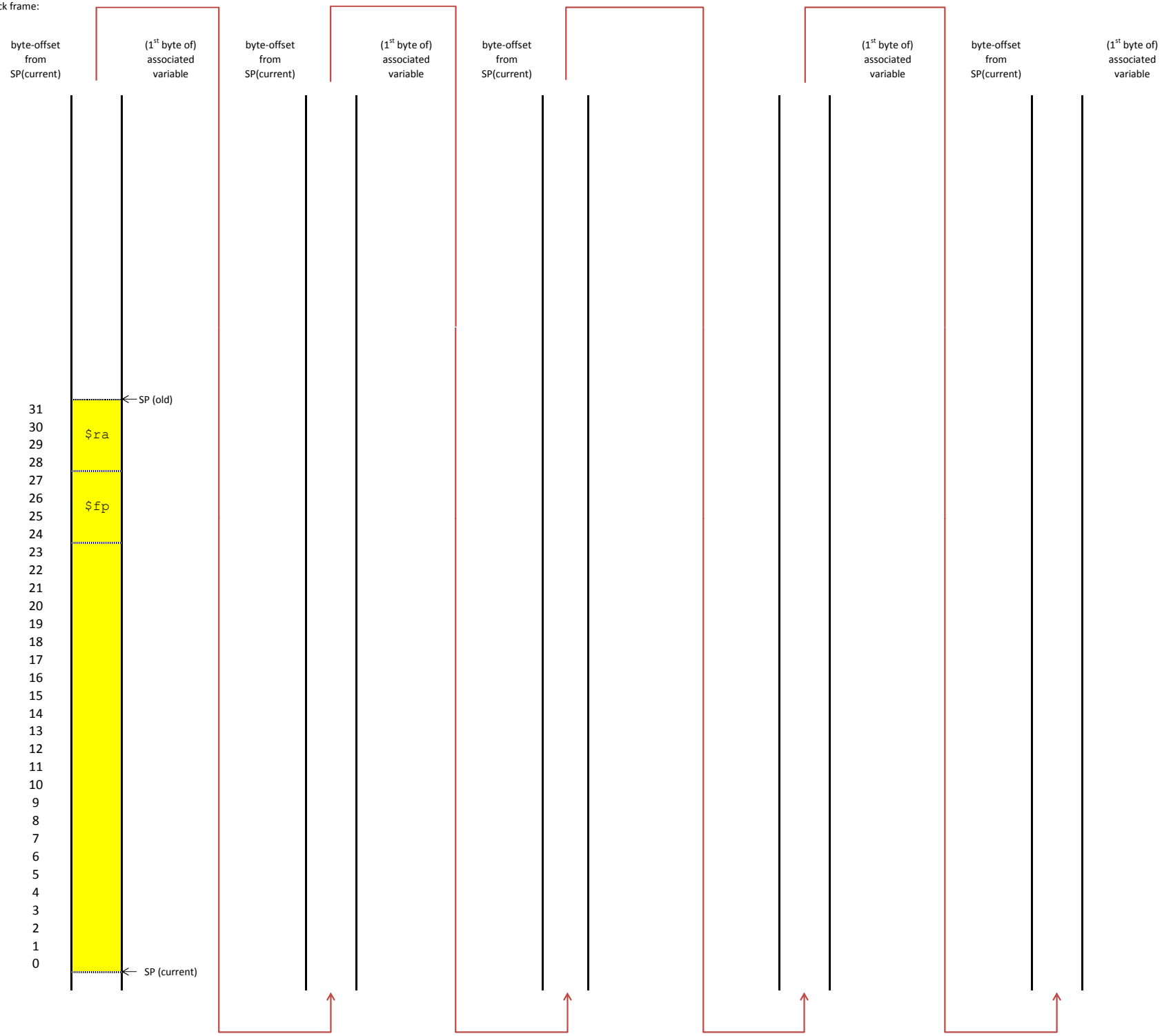
PopulateArray1223AuxE's stack frame:



ProcArrays' stack frame:



CoutCstrNL's stack frame:



ShowArrayLabeled's stack frame: