

bytes: 4 + size * 8

class container			
type	name	size	idx
int	size	4	0
shape**	shapes	size * 8 x64	4

bytes: 16

class shape				
type	name	size	idx	
double	density	8	0	
double	keyForSort	8	8	

bytes: 28

class parallelepiped				
type	name	size	idx	
int	width	4	0	
int	length	4	4	
int	height	4	8	

bytes: 20

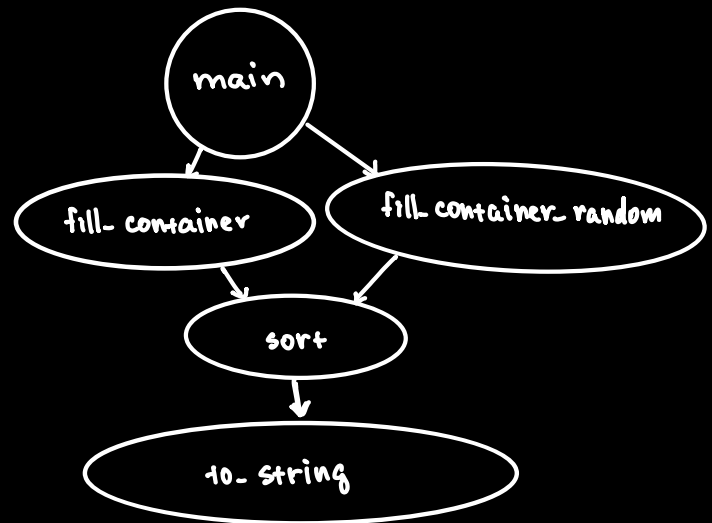
class tetrahedron				
type	name	size	idx	
int	side	4	0	

bytes: 20

class sphere				
type	name	size	idx	
int	radius	4	0	

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main (...)				
int	argc	4	0	
char**	argv	8	4	
container	...	4+size*8	13	
fill_container (...)				
char	shape_type	1		
container	→ shapes[i]	●		
fill_container_random (...)				
int	type	4	0	



Heap

type	name	size
shape*	...	8
shape	...	16 + 28

container → shapes.c13

calculate surface area

double area 8 0

sphere	obj	4	8
parallelepiped	obj	12	8
tetrahedron	obj	4	8