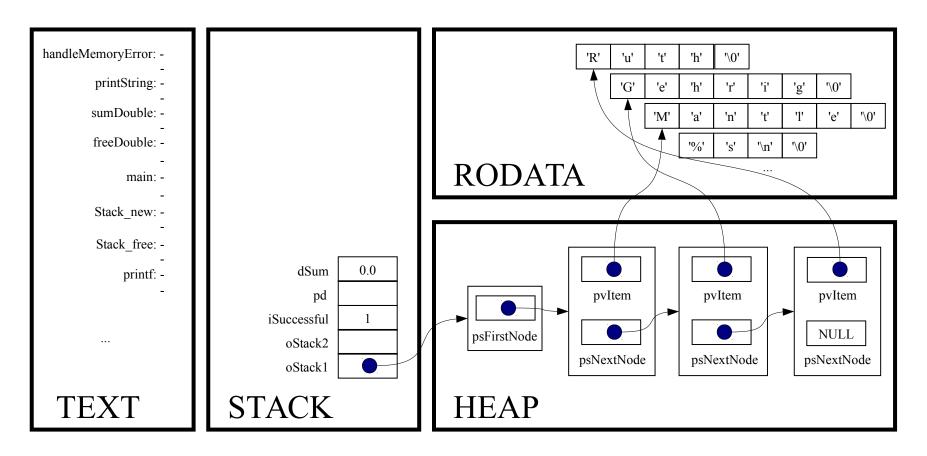
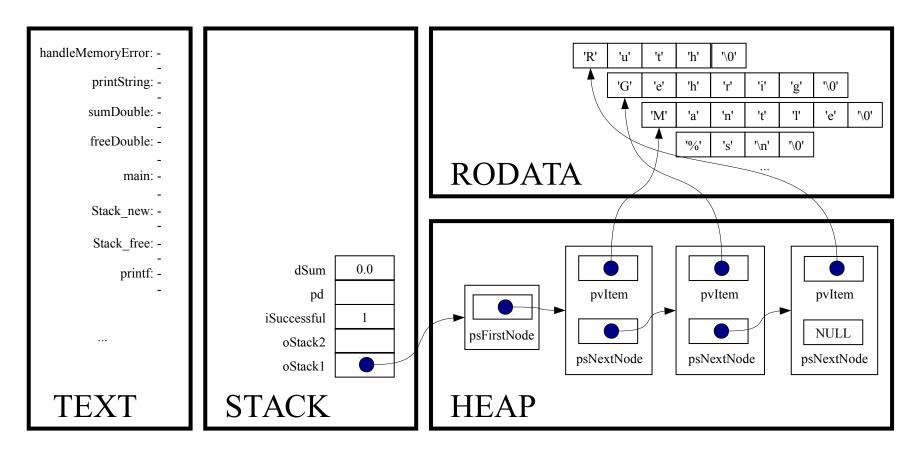
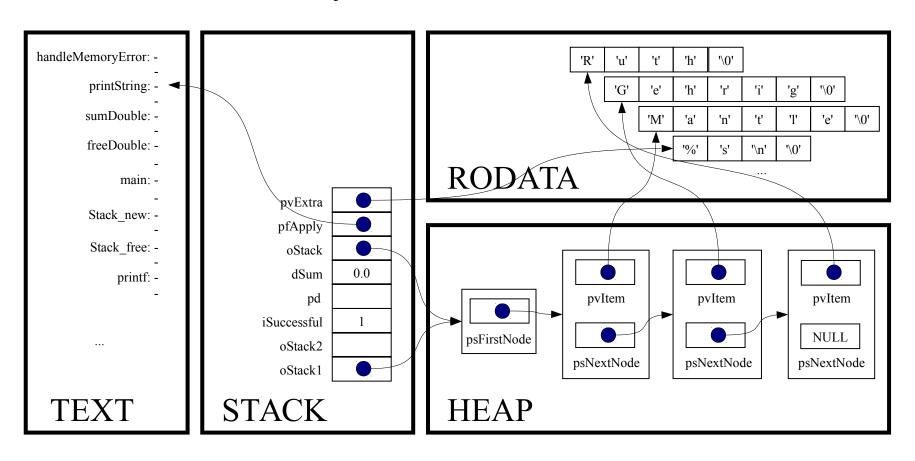
Fast forward...

Immediately before the main function's first call of Stack map:

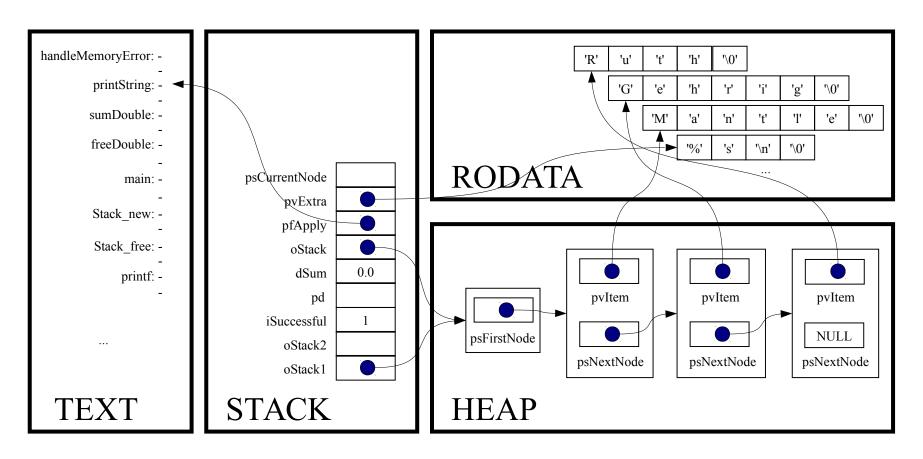


Stack map(oStack1, printString, "%s\n");

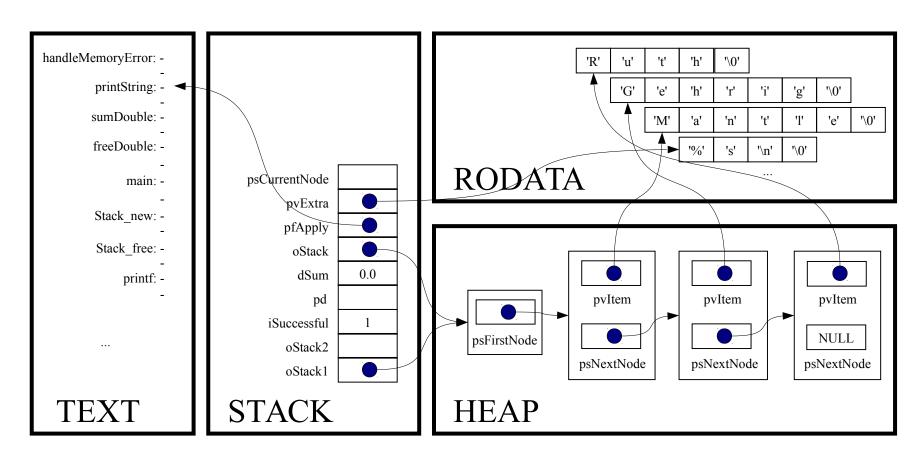




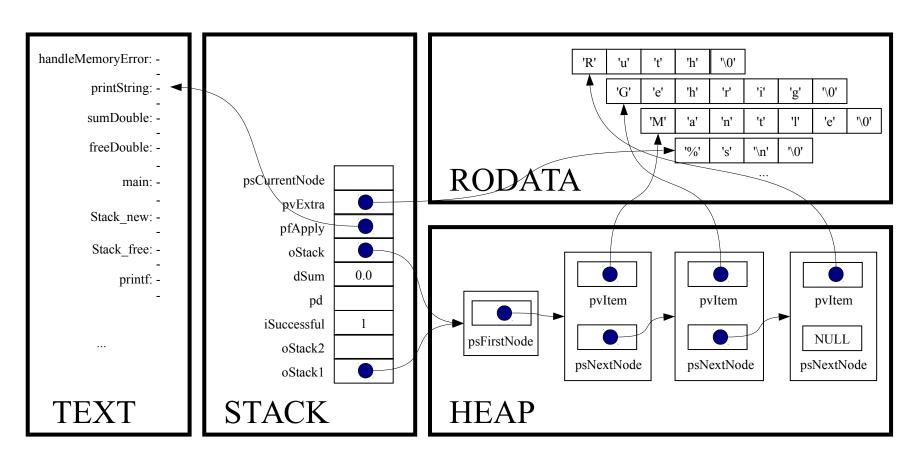
struct StackNode *psCurrentNode;



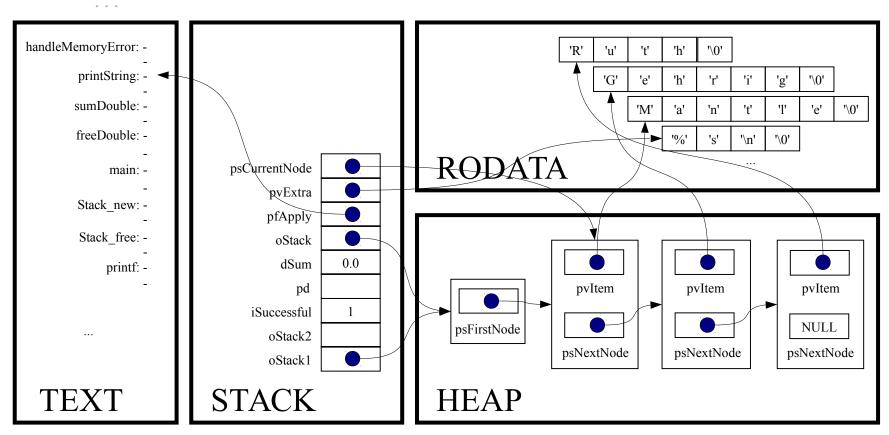
assert(oStack != NULL);



assert(pfApply != NULL);



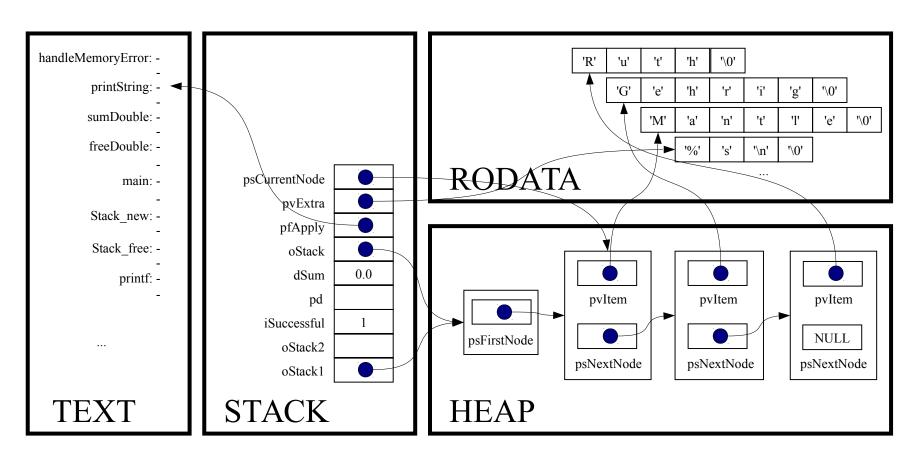
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode-psNextNode)
```



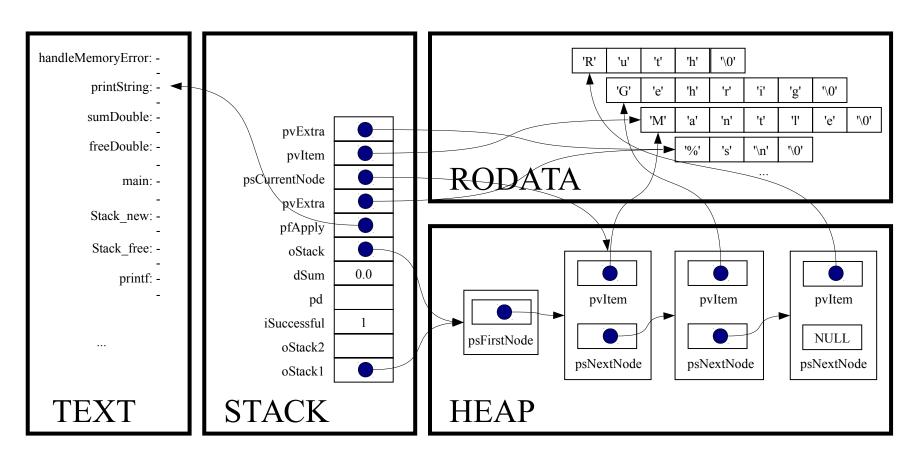
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode-psNextNode)
```

handleMemoryError: -'u' 'h' '\0' 't' printString: - ◀ 'G' 'h' 'r' 'e' '\0' sumDouble: -'M' 'a' 'n' 'e' '\0' freeDouble: -'\n' RODATA psCurrentNode main: pvExtra Stack new: pfApply Stack_free: oStack 0.0 dSum printf: pd pvItem pvItem pvItem iSuccessful NULL psFirstNode oStack2 psNextNode psNextNode psNextNode oStack1 **STACK HEAP TEXT**

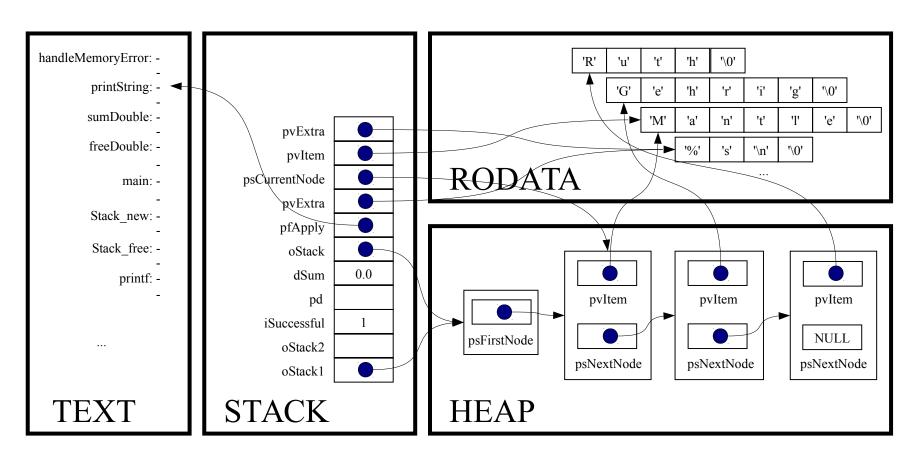
(*pfApply)((void*)psCurrentNode->pvItem, (void*)pvExtra);



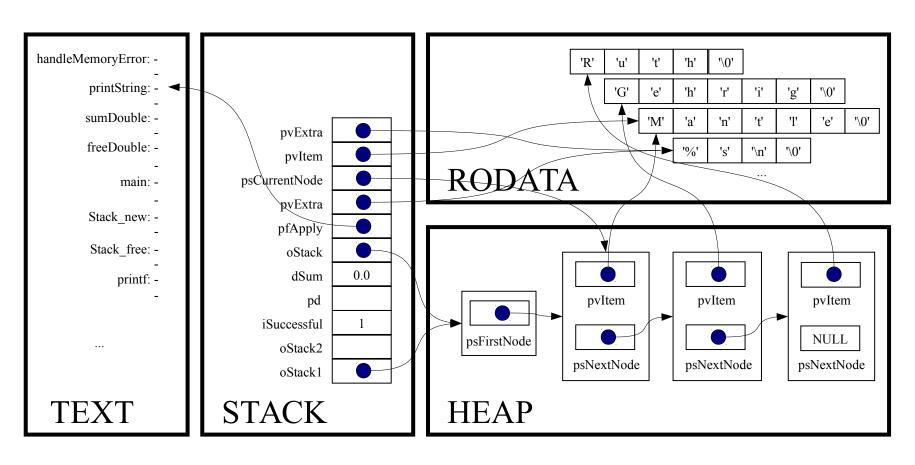
static void printString(void *pvItem, void *pvExtra)



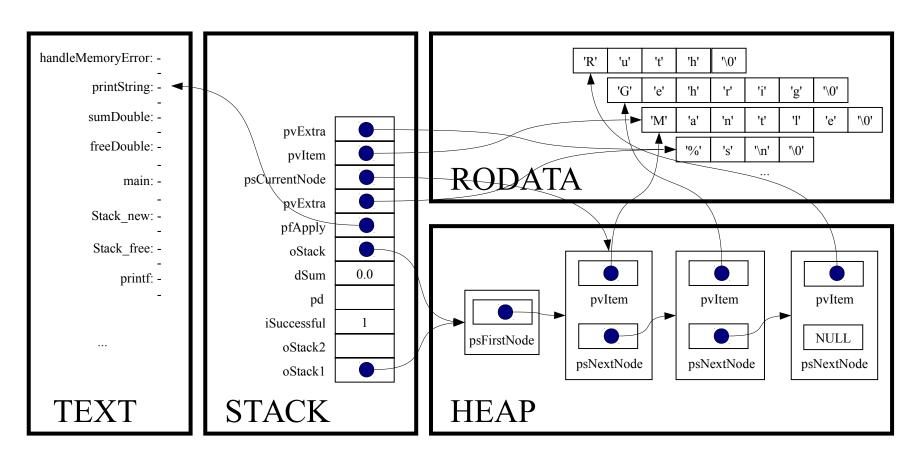
assert(pvItem != NULL);



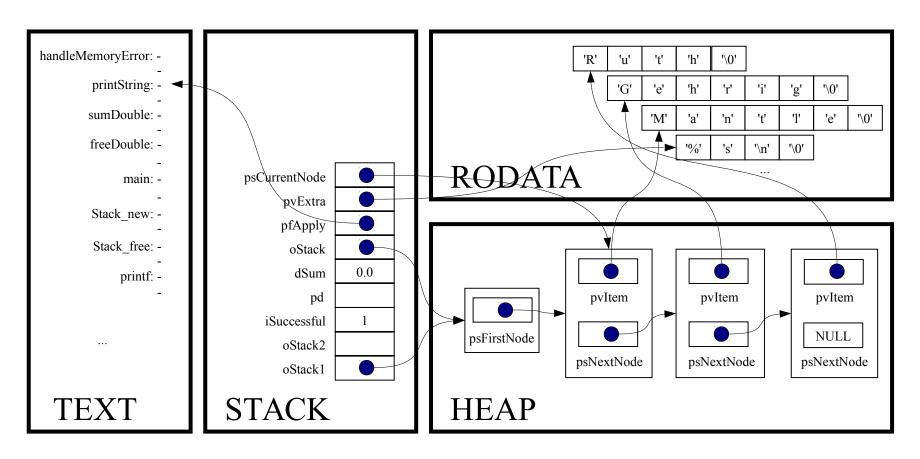
assert(pvExtra != NULL);



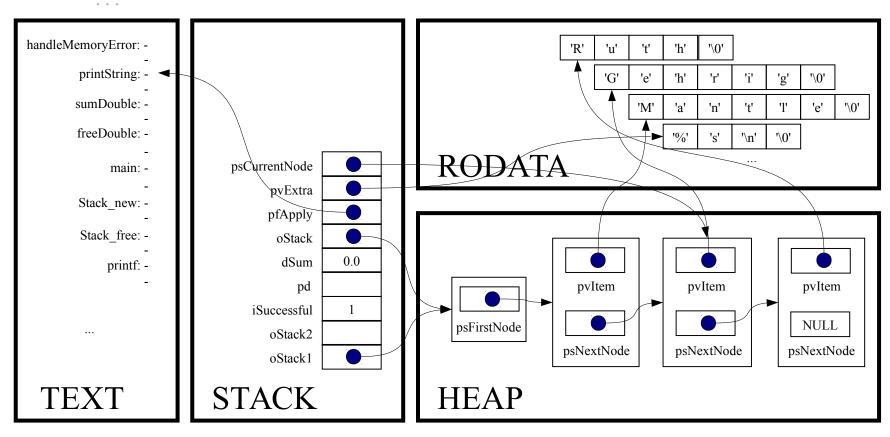
printf((char*)pvExtra, (char*)pvItem);



Implicit return



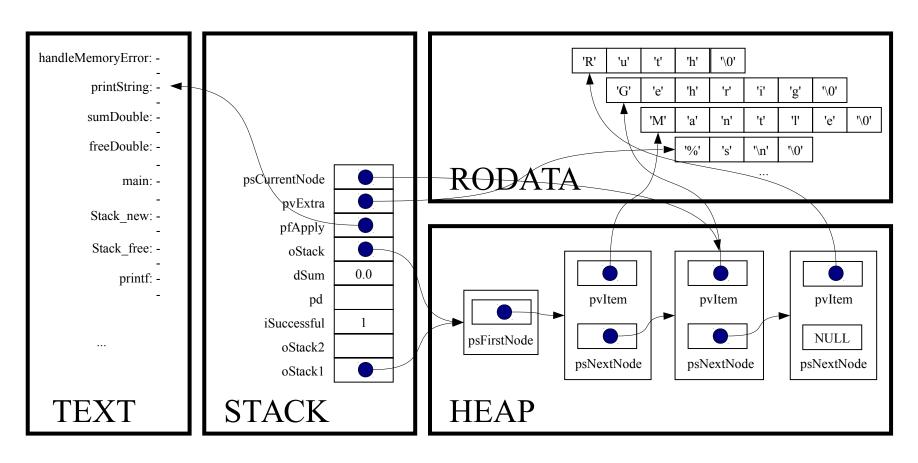
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode-psNextNode)
```



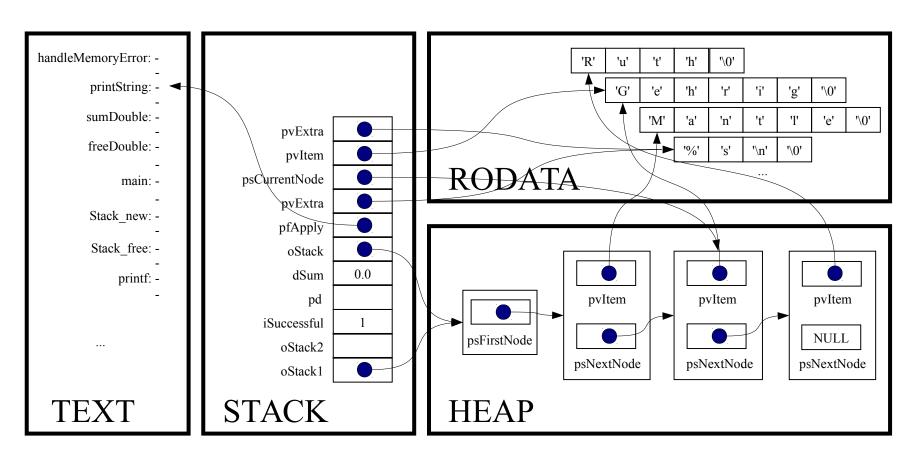
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode-psNextNode)
```

handleMemoryError: -'u' 'h' '\0' 't' printString: -'G' 'h' 'r' '\0' 'e' sumDouble: -'a' 'M' 'n' 'e' '\0' freeDouble: -'\n' **RODATA** psCurrentNode main: pvExtra Stack new: pfApply Stack_free: oStack 0.0 dSum printf: pd pvItem pvItem pvItem iSuccessful NULL psFirstNode oStack2 psNextNode psNextNode psNextNode oStack1 **STACK HEAP TEXT**

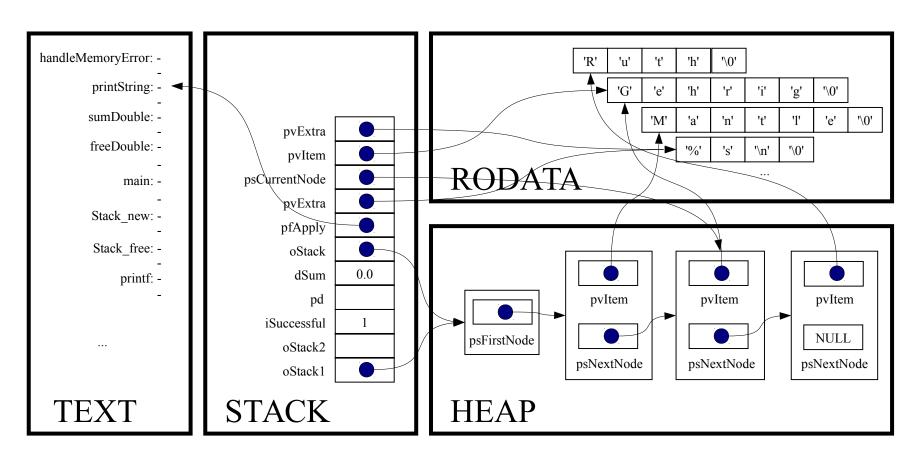
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



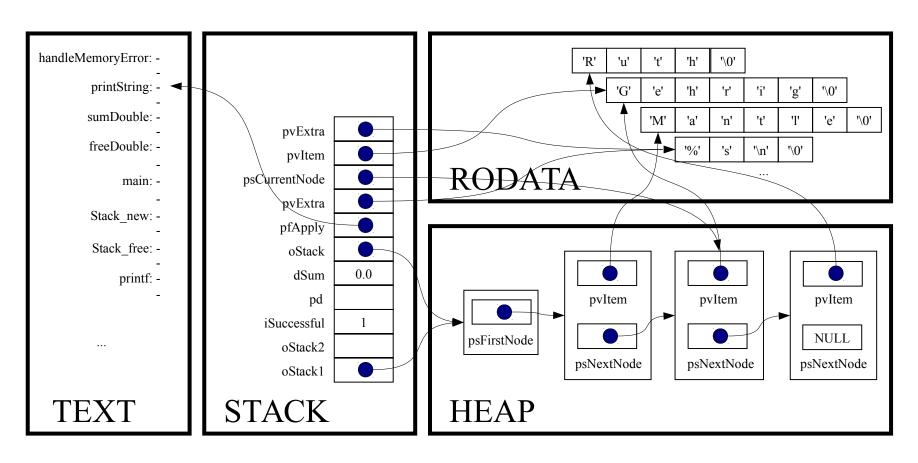
static void printString(void *pvItem, void *pvExtra)



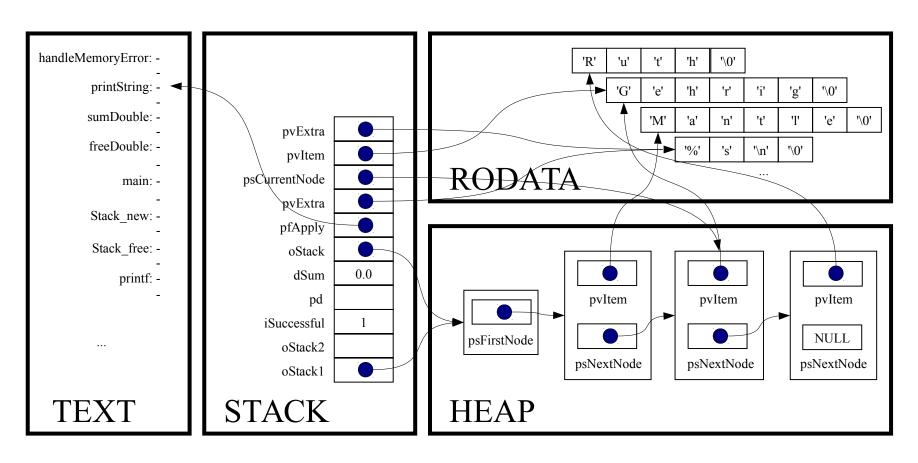
assert(pvItem != NULL);



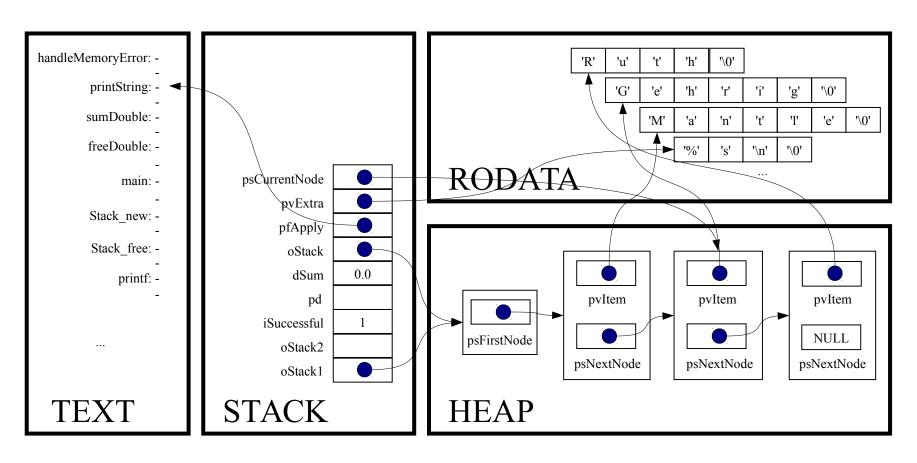
assert(pvExtra != NULL);



printf((char*)pvExtra, (char*)pvItem);



Implicit return.



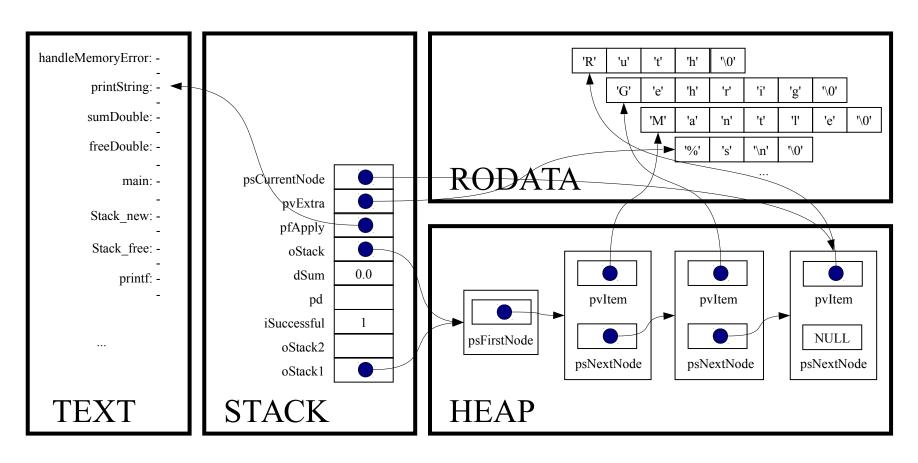
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode-psNextNode)
```

handleMemoryError: -'u' 'h' '\0' printString: - ◀ 'G' 'h' 'r' '\0' 'e' sumDouble: -'M' 'a' 'n' 'e' '\0' freeDouble: -'\n' **RODATA** psCurrentNode main: pvExtra Stack new: pfApply Stack_free: oStack 0.0 dSum printf: pd pvItem pvItem pvItem iSuccessful NULL psFirstNode oStack2 psNextNode psNextNode psNextNode oStack1 **STACK HEAP TEXT**

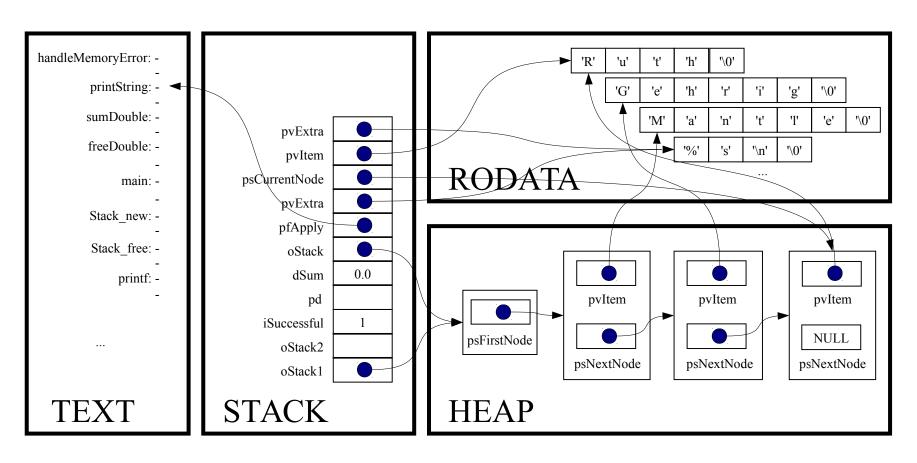
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode-psNextNode)
```

handleMemoryError: -'u' 'h' '\0' 't' printString: -'G' 'h' 'r' '\0' 'e' sumDouble: -'M' 'a' 'n' 'e' '\0' freeDouble: -'\n' RODATA psCurrentNode main: pvExtra Stack new: pfApply Stack_free: oStack 0.0 dSum printf: pd pvItem pvItem pvItem iSuccessful NULL psFirstNode oStack2 psNextNode psNextNode psNextNode oStack1 **STACK HEAP TEXT**

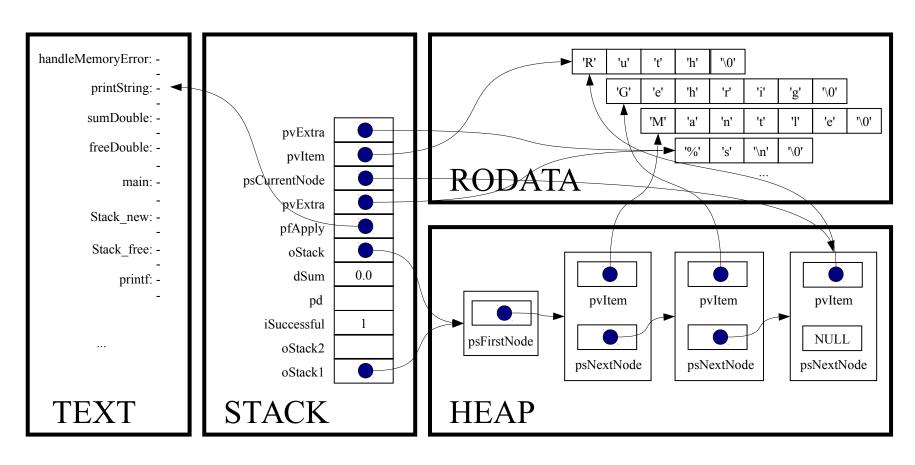
(*pfApply) ((void*)psCurrentNode->pvItem, (void*)pvExtra);



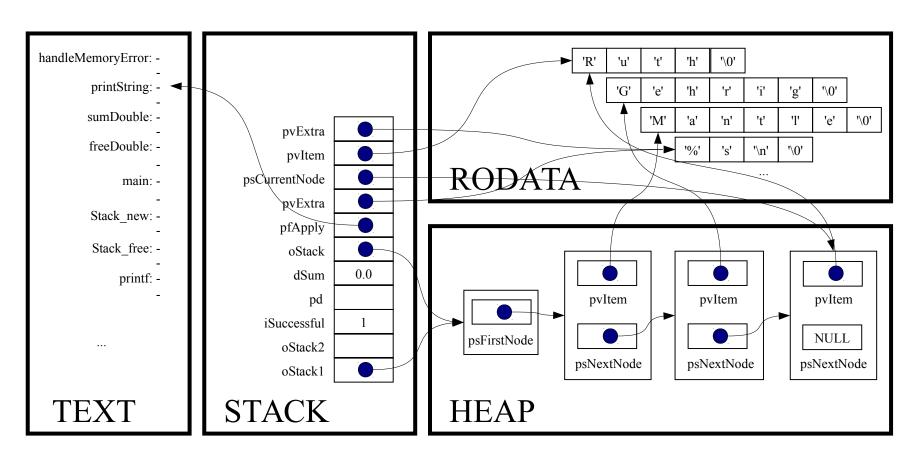
static void printString(void *pvItem, void *pvExtra)



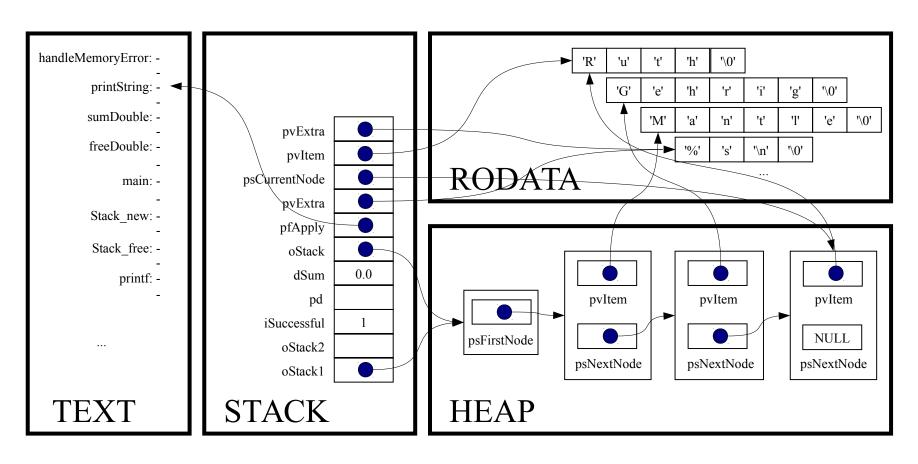
assert(pvItem != NULL);



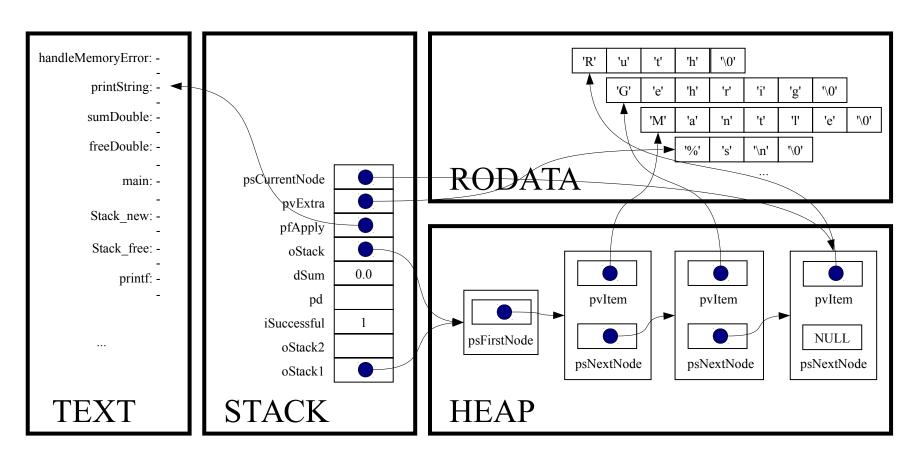
assert(pvExtra != NULL);



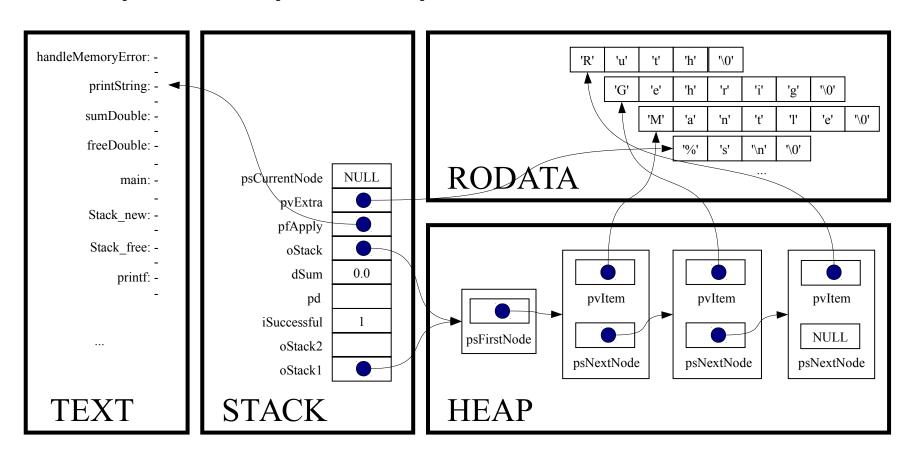
printf((char*)pvExtra, (char*)pvItem);



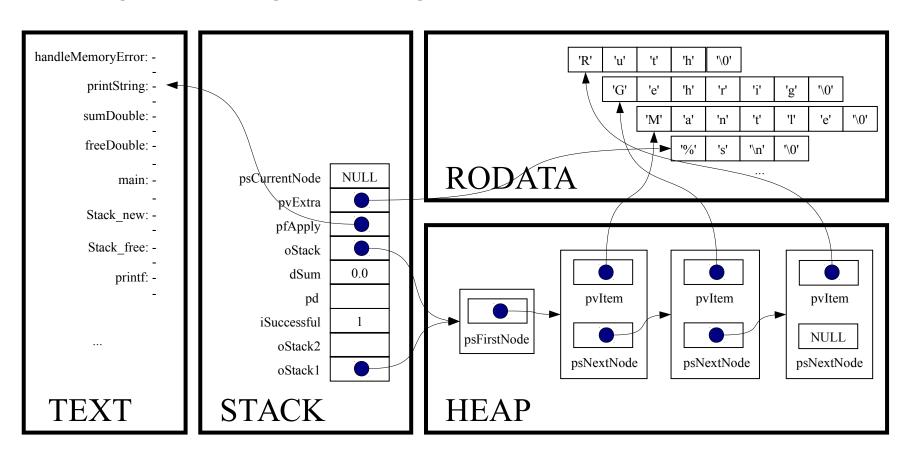
Implicit return



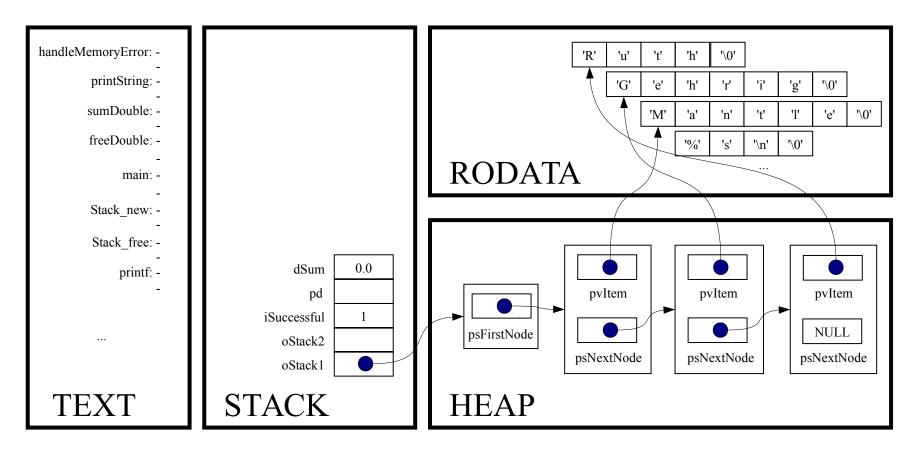
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



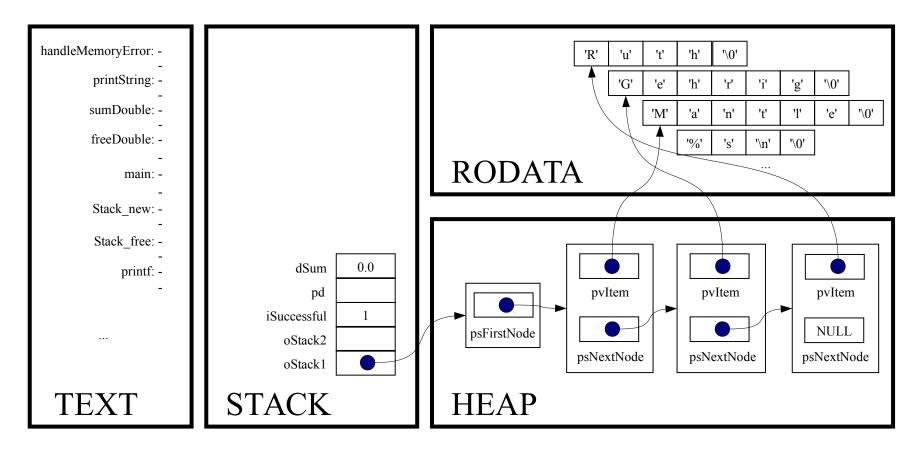
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psCurrentNode->psNextNode)
```



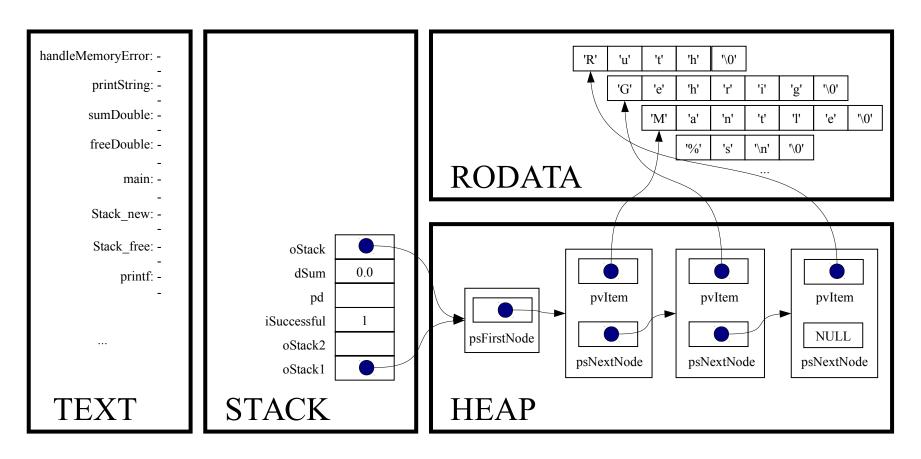
Implicit return



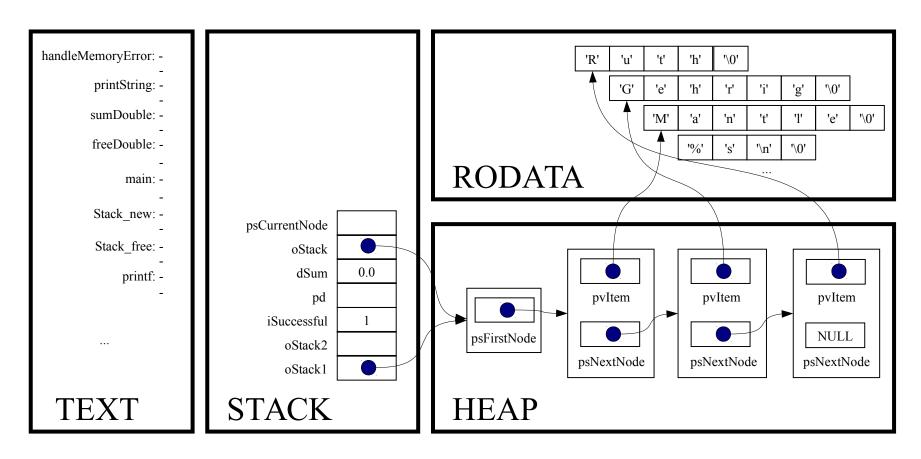
Stack free(oStack1);



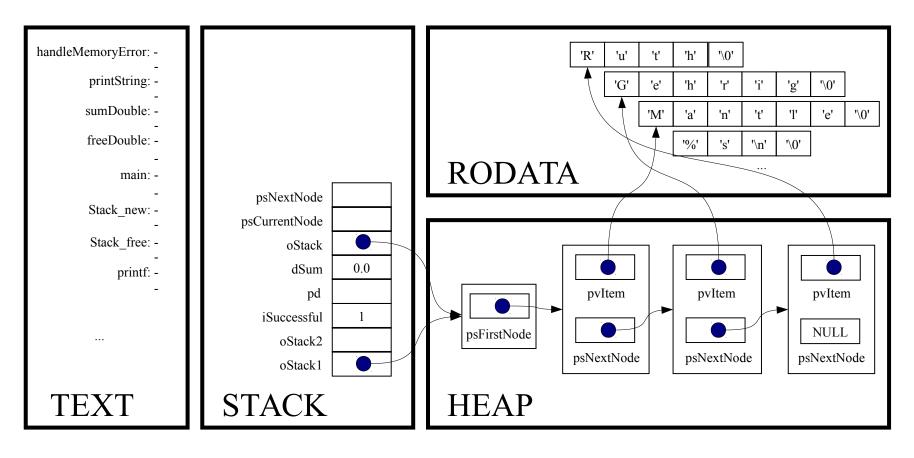
void Stack free(Stack T oStack)



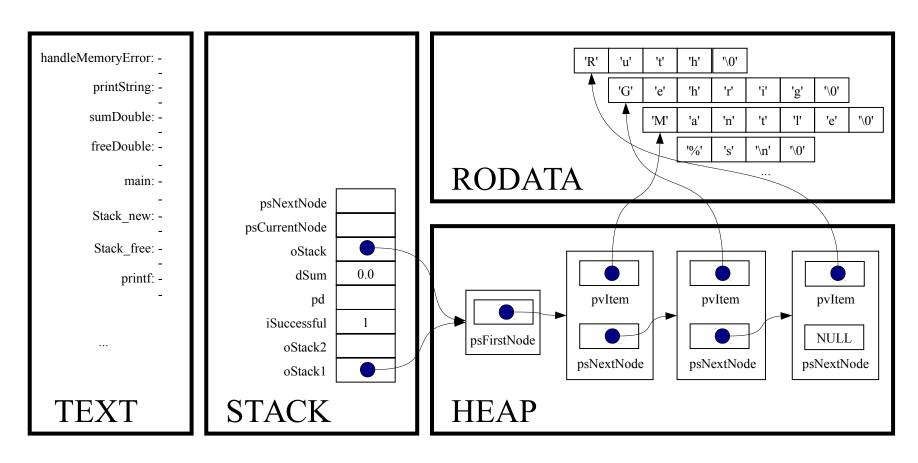
struct StackNode *psCurrentNode;



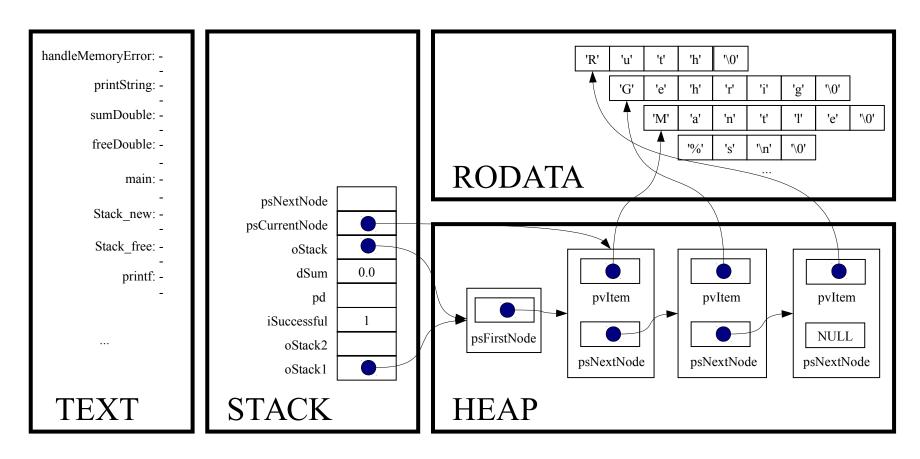
struct StackNode *psNextNode;



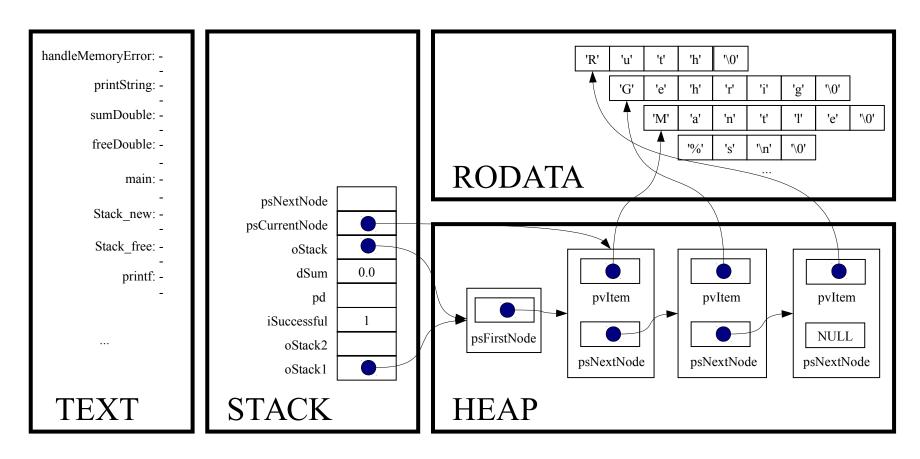
assert(oStack != NULL);



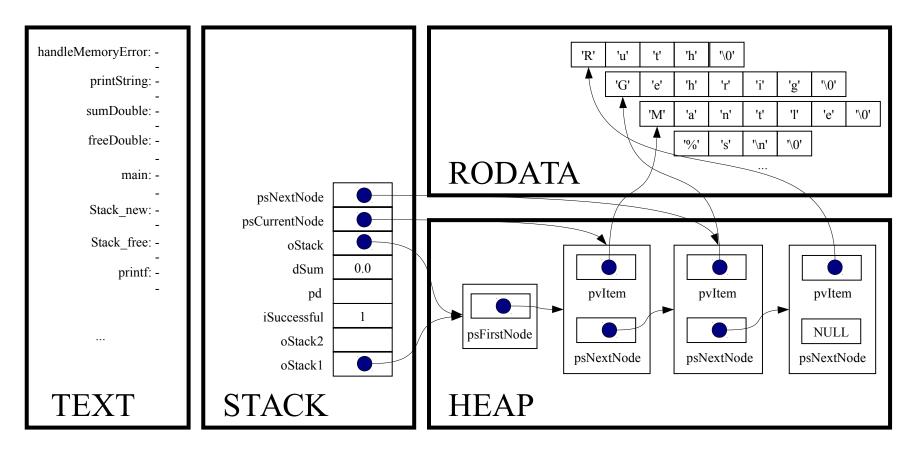
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



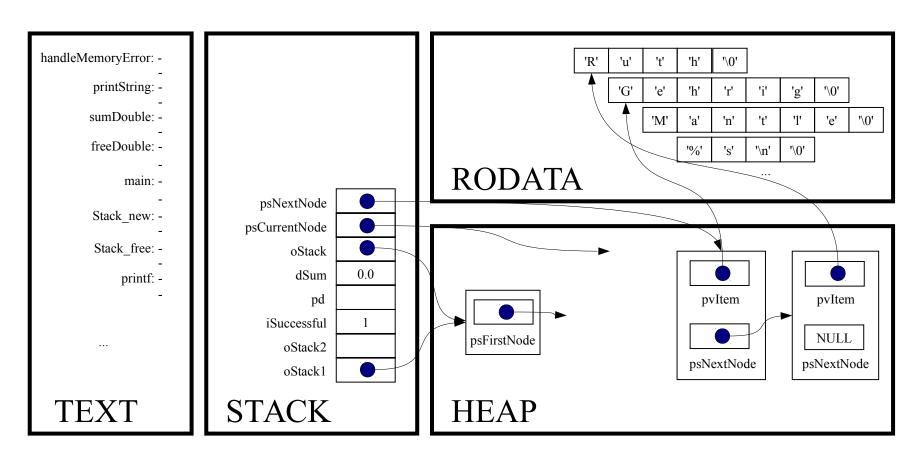
```
for (psCurrentNode = oStack->psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



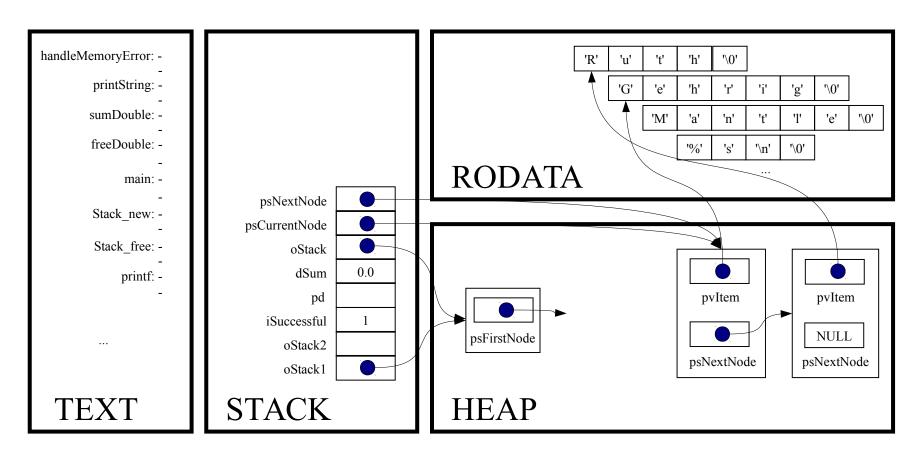
psNextNode = psCurrentNode->psNextNode;



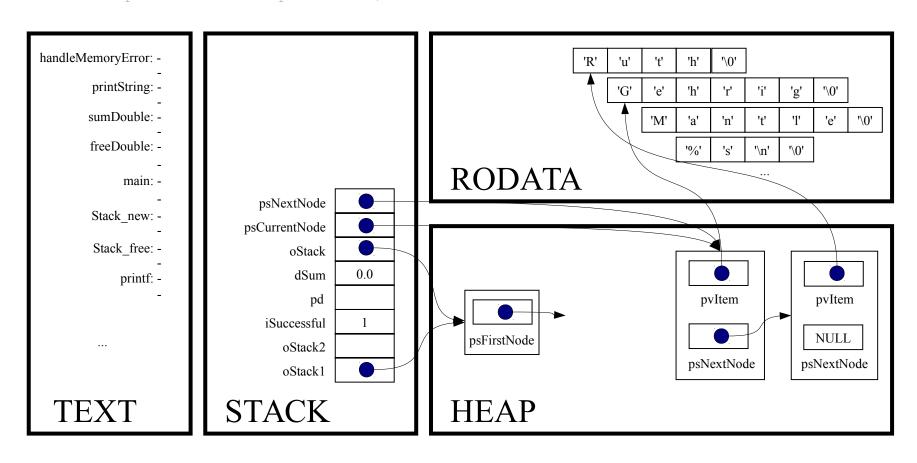
free (psCurrentNode);



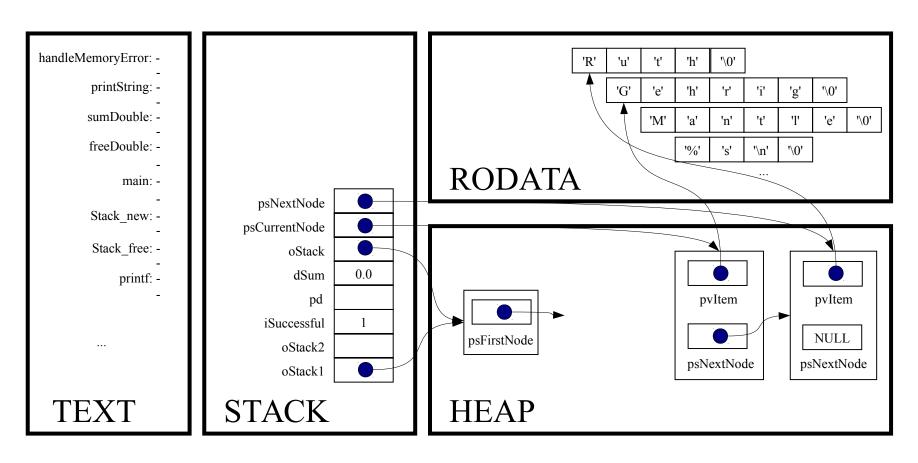
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



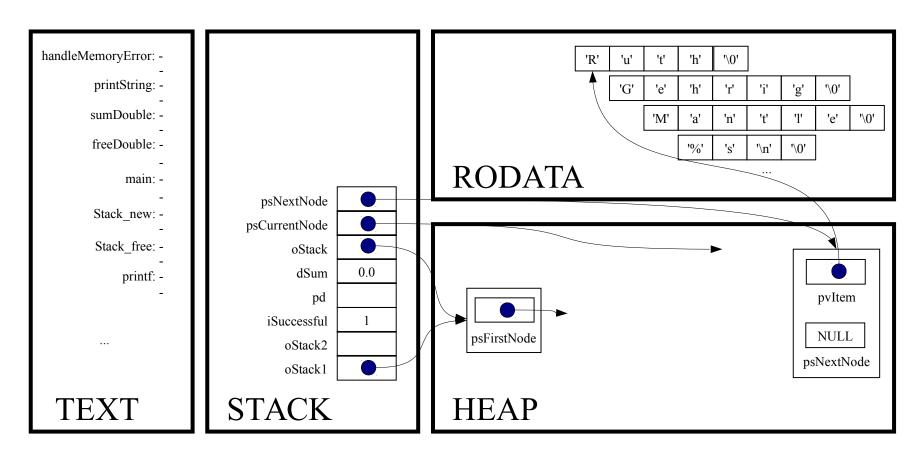
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



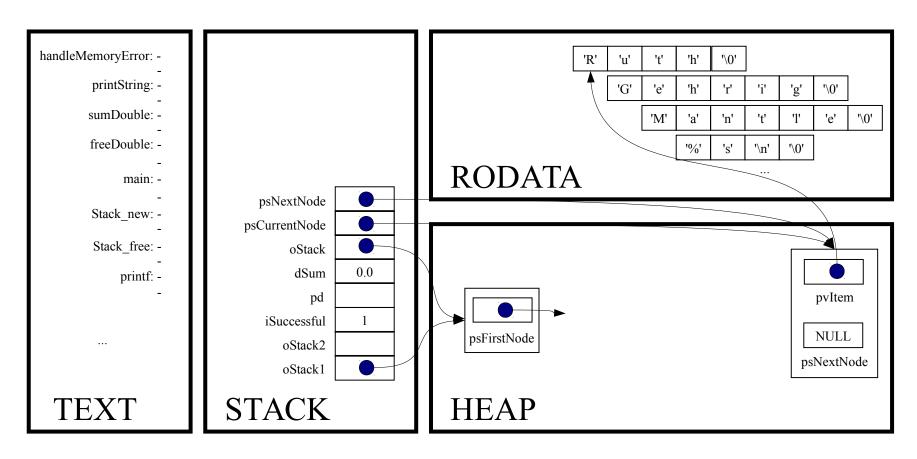
psNextNode = psCurrentNode->psNextNode



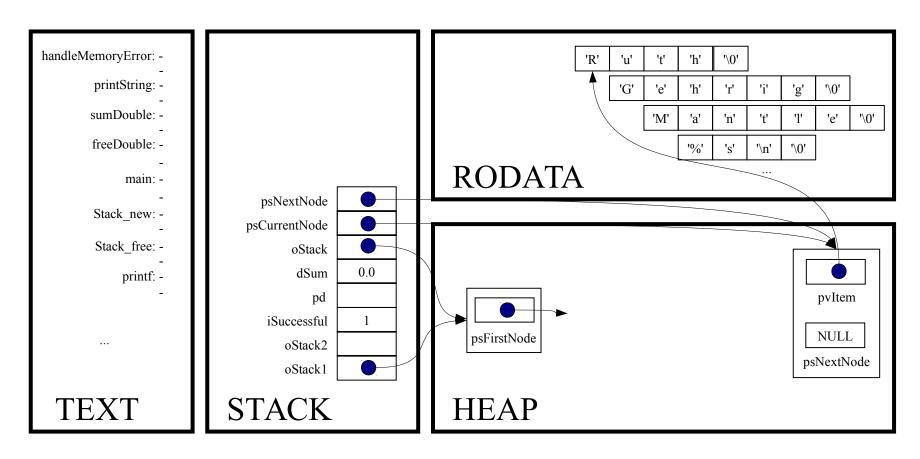
free (psCurrentNode);



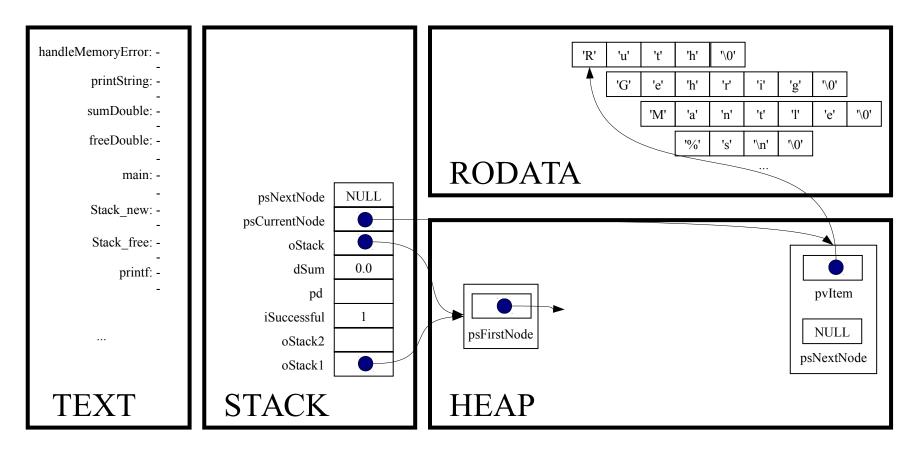
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



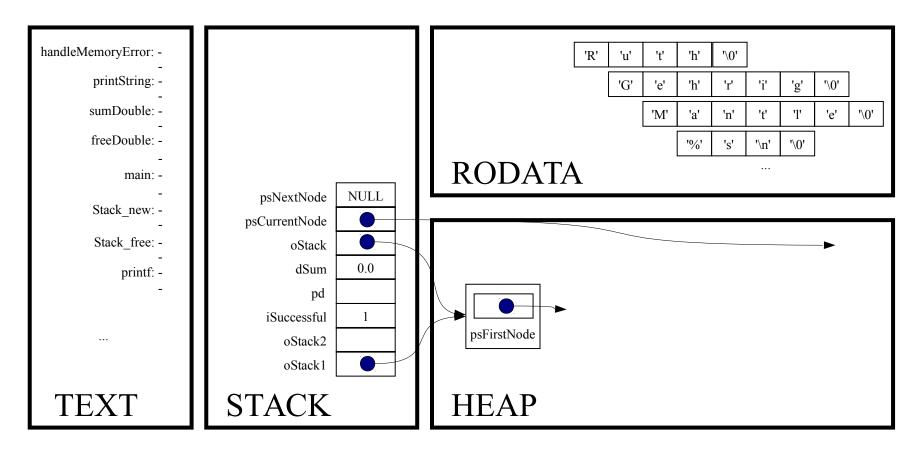
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



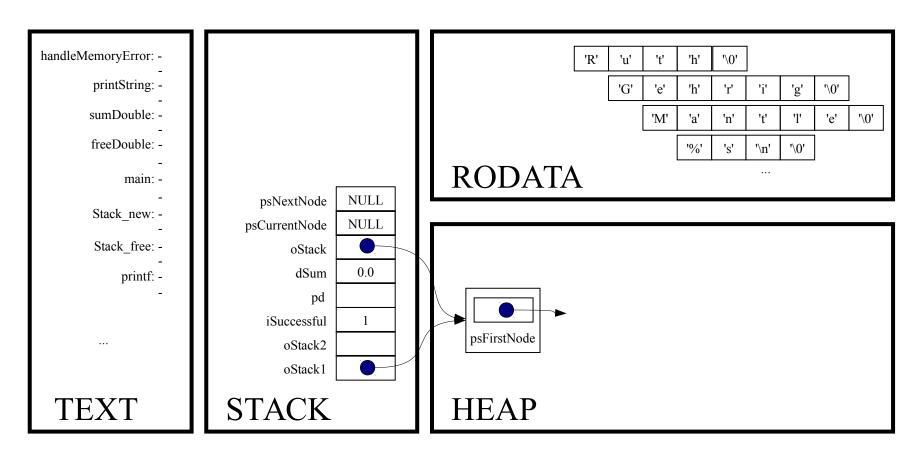
psNextNode = psCurrentNode->psNextNode;



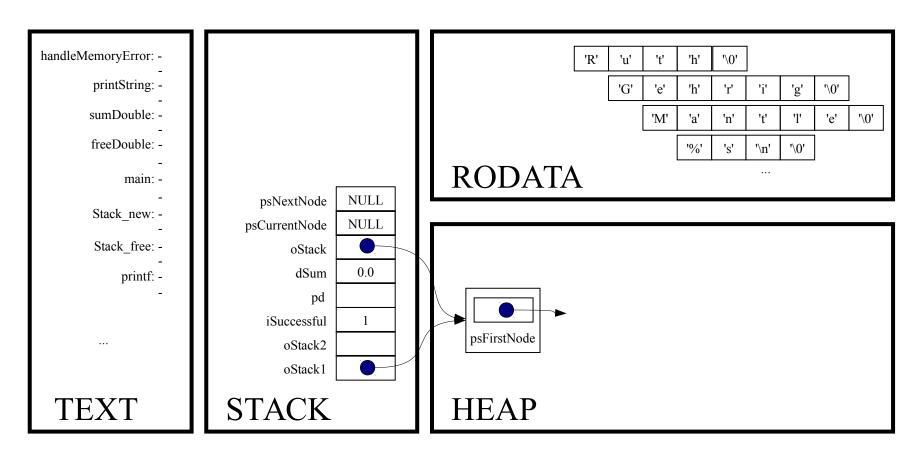
free (psCurrentNode);



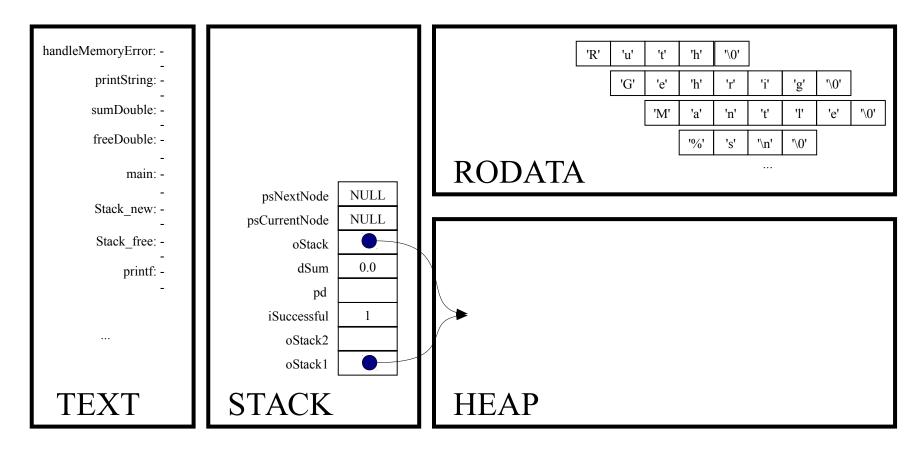
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



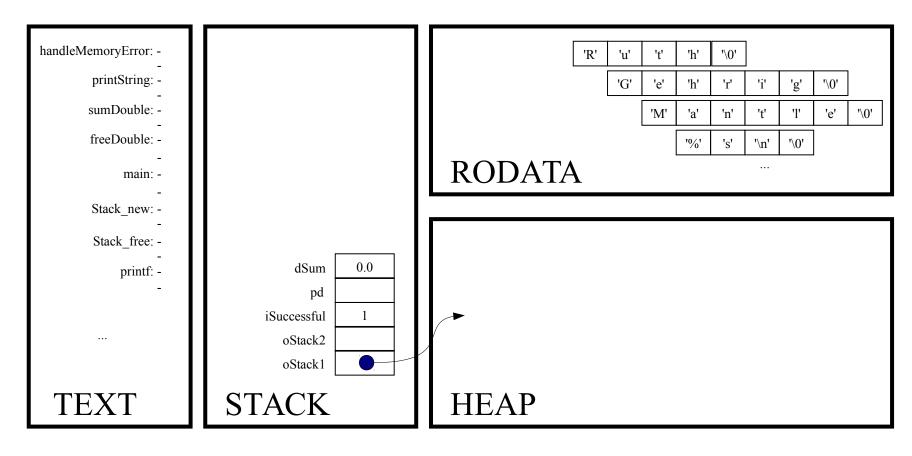
```
for (psCurrentNode = oStack-psFirstNode;
psCurrentNode != NULL;
psCurrentNode = psNextNode)
```



free (oStack);



Implicit return



oStack1 = NULL;

