

<u>Location</u>	<u>Value</u>	<u>Type</u>	<u>Name</u>
0xffff00f0 →			
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```

1  #include "Cube.h"
2  using cs225::Cube;
3
4  Cube *CreateCube() {
5      Cube c(20);
6      return &c;
7  }
8
9  int main() {
10     Cube *c = CreateCube();
11     double r = c->getVolume();
12     double v = c->getSurfaceArea();
13     return 0;
14 }

```

puzzle.cpp