

heap1.cpp

```
1 #include "Cube.h"
2 using cs225::Cube;
3
4 int main() {
5     int *p = new int;
6     Cube *c = new Cube(10);
7
8     return 0;
9 }
```

| <u>Location</u> | <u>Value</u> | <u>Type</u> | <u>Name</u> |
|-----------------|--------------|-------------|-------------|
| 0xffff00f0 → | | | |
| 0xffff00e8 → | | | |
| 0xffff00e0 → | | | |
| 0xffff00d8 → | | | |
| 0xffff00d0 → | | | |

| <u>Location</u> | <u>Value</u> | <u>Type</u> | <u>Name</u> |
|-----------------|--------------|-------------|-------------|
| 0x42048 → | | | |
| 0x42040 → | | | |
| 0x42038 → | | | |
| 0x42030 → | | | |
| 0x42028 → | | | |
| 0x42020 → | | | |
| 0x42018 → | | | |
| 0x42010 → | | | |
| 0x42008 → | | | |
| 0x42000 → | | | |