Location	Value	Type	Name
0xffff00f0			
0xffff00e8			**main's stack frame**
		Cube *	c
0xffff00e0			
0xffff00d8			
			SomeOtherFunction
0xffff00d0			
0xffff00c8			
0xffff00c0			
0xffff00b8			
0xffff00b0			
0xffff00a8			

```cpp
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    SomeOtherFunction();
12    double v = c->getVolume();
13    double a = c->getSurfaceArea();
14    return 0;
15  }
```

puzzle.cpp