

```

8 int main() {
9     int *p = new int;
10    cs225::Cube *c = new cs225::Cube(10);
11
12    return 0;
13 }

```

heap1.cpp

<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 →			