heap2.cpp
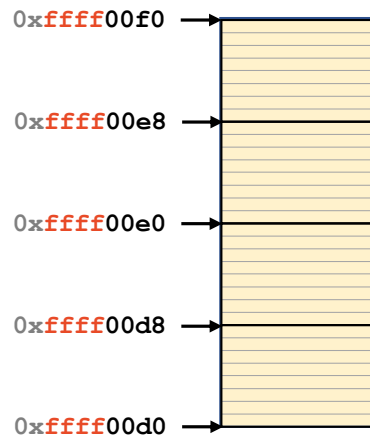
```cpp
#include "Cube.h"
using cs225::Cube;

int main() {
  Cube *c1 = new Cube();
  Cube *c2 = c1;

  c2->setLength( 10 );

  return 0;
}
```

Location	Value	Type	Name
0x42048			
0x42040			
0x42038			
0x42030			
0x42028			
0x42020			
0x42018			
0x42010			
0x42008			
0x42000			

0xffff00f0

0xffff00e8

0xffff00e0

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