


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

```

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