Location	Value	Type	Name

0xffff00f0 →

0xffff00e8 →

0xffff00e0 →

0xffff00d8 →

0xffff00d0 →

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      double r = c->getVolume();
12      double v = c->getSurfaceArea();
13      return 0;
14  }
```

puzzle.cpp