

<u>Location</u>	<u>Value</u>	<u>Type</u>	<u>Name</u>
0xffff00f0 →			
0xffff00e8 →		main's stack frame	
0xffff00e0 →			
0xffff00d8 →		Cube *	c
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     SomeOtherFunction();
12     double v = c->getVolume();
13     double a = c->getSurfaceArea();
14     return 0;
15 }

```

puzzle.cpp