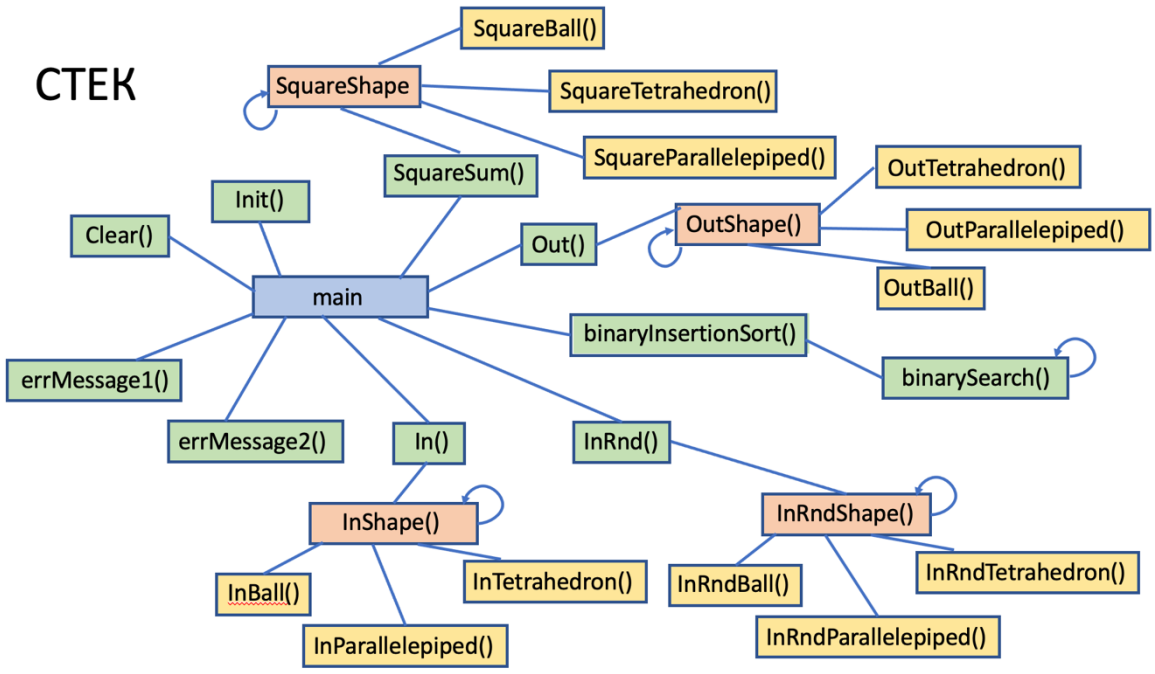
Таблица классов	
Name	**Size (byte)**
int	4
double	8
void *	8
char	1
class **Ball**	4
Поля	
int r	4 [0]
Методы	
virtual void In()	
virtual void InRnd()	
virtual void Out()	
virtual double Square()	
class **Parallelepiped**	8
Поля	
int x, y, z	4 [0, 4, 8]
Методы	
virtual void In()	
virtual void InRnd()	
virtual void Out()	
virtual double Square()	
class **Tetrahedron**	4
Поля	
int a	4 [0]
Методы	
virtual void In()	
virtual void InRnd()	
virtual void Out()	
virtual double Square()	
class **Shape**	24
Поля	
double materialDensity	8 [0]
static Random rnd20	8 [8]
static Random rnd3	8 [16]
Методы	
static Shape* StaticIn()	
virtual void In()	
static Shape* StaticInRnd()	
virtual void InRnd()	
virtual void Out()	
virtual double Square()	

class **Random**	8
Поля	
int first	4 [0]
int last	4 [4]
Методы	
int Get()	
class **container**	240004
Поля	
int len	4 [0]
Shape* cont [10000]	240000 [4]
Методы	
void In()	
void InRnd()	
void Out()	
double SquareSum()	
void Clear()	

Глобальная память	
class **Ball**	
int M_PI	4 [0]
class **Shape**	
static Random rnd20	
static Random rnd3	



Программная память	
main (int argc, char* argv[])	
return_value: int	4 [0]
argc: int	4 [4]
argv[]: char*	8 [8]
container: Container	240004 [16]
size: int	4 [240020]
binarySearch (Shape arr[], Shape item, int low, int high)	
return_value: int	4 [0]
arr[]: shape [10000]	240000 [4]
item: Shape	24 [240004]
low: int	4 [240008]
high: int	4 [240012]
mid: int	4 [240016]
StaticInRnd ()	
return_value: Shape	24 [0]
k: int	4 [24]
sp: Shape	24 [28]
StaticIn ()	
return_value: Shape	24 [0]
k: int	4 [24]
sp: Shape	24 [28]
binaryInsertionSort (shape arr[], int n)	
return_value: void	8 [0]
arr[]: Shape [10000]	240000 [8]
n: int	4 [240008]
i, loc, j: int	4 [240012, 240016, 240020]
errMessage1()	
return_value: void	8 [0]
errMessage2()	
return_value: void	8 [0]
Square()	
return_value: double	8 [0]
s: Shape	24 [8]
SquareSum()	
return_value: double	8 [0]
sum: double	8 [8]

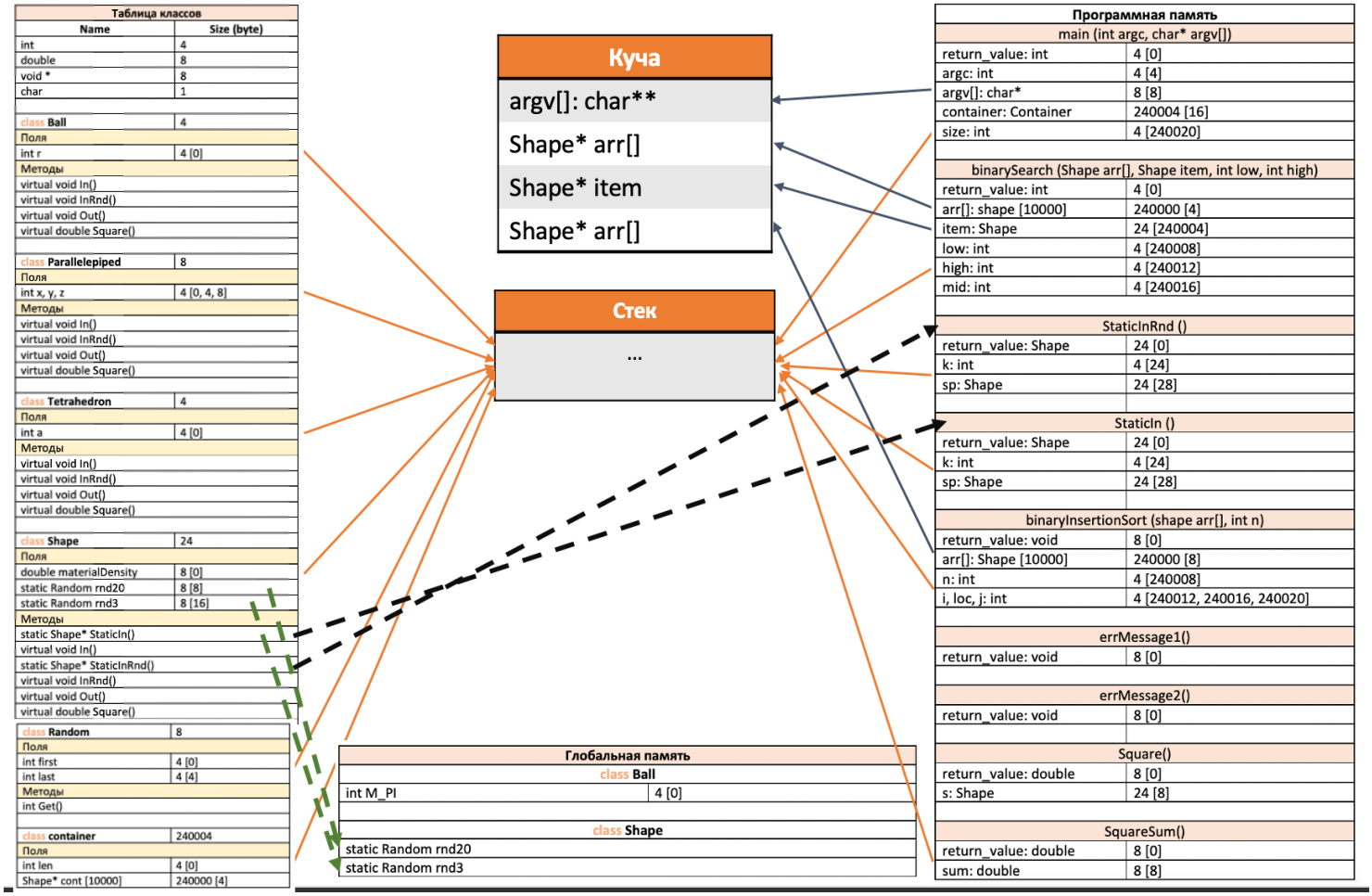


Таблица классов
Name
Size (byte)
int
4
double
8
void *
8
char
1
class Ball
4
Поля
int r
4 [0]
Методы
virtual void In()
virtual void InRnd()
virtual void Out()
virtual double Square()
class Parallelepiped
8
Поля
int x, y, z
4 [0, 4, 8]
Методы
virtual void In()
virtual void InRnd()
virtual void Out()
virtual double Square()
class Tetrahedron
4
Поля
int a
4 [0]
Методы
virtual void In()
virtual void InRnd()
virtual void Out()
virtual double Square()
class Shape
24
Поля
double materialDensity
8 [0]
static Random rnd20
8 [8]
static Random rnd3
8 [16]
Методы
static Shape* StaticIn()
virtual void In()
static Shape* StaticInRnd()
virtual void InRnd()
virtual void Out()
virtual double Square()
class Random
8
Поля
int first
4 [0]
int last
4 [4]
Методы
int Get()
class container
240004
Поля
int len
4 [0]
Shape* cont [10000]
240000 [4]
Куча
argv[]: char**
Shape* arr[]
Shape* item
Shape* arr[]
Стек
...
Глобальная память
class Ball
int M_PI
4 [0]
class Shape
static Random rnd20
static Random rnd3
Программная память
main (int argc, char* argv[])
return_value: int
4 [0]
argc: int
4 [4]
argv[]: char*
8 [8]
container: Container
240004 [16]
size: int
4 [240020]
binarySearch (Shape arr[], Shape item, int low, int high)
return_value: int
4 [0]
arr[]: shape [10000]
240000 [4]
item: Shape
24 [240004]
low: int
4 [240008]
high: int
4 [240012]
mid: int
4 [240016]
StaticInRnd ()
return_value: Shape
24 [0]
k: int
4 [24]
sp: Shape
24 [28]
StaticIn ()
return_value: Shape
24 [0]
k: int
4 [24]
sp: Shape
24 [28]
binaryInsertionSort (shape arr[], int n)
return_value: void
8 [0]
arr[]: Shape [10000]
240000 [8]
n: int
4 [240008]
i, loc, j: int
4 [240012, 240016, 240020]
errMessage1()
return_value: void
8 [0]
errMessage2()
return_value: void
8 [0]
Square()
return_value: double
8 [0]
s: Shape
24 [8]
SquareSum()
return_value: double
8 [0]
sum: double
8 [8]