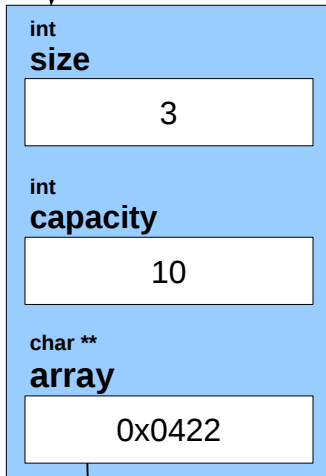
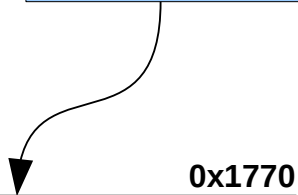
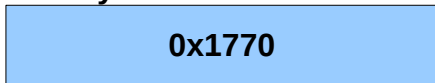


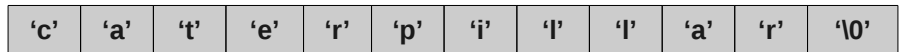
SmartyArray *
smarty 0x0588



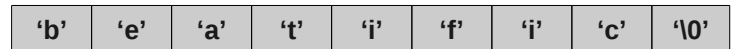
This diagram shows what a SmartyArray should look like after executing the following code:

```
SmartyArray *smarty = createSmartyArray(0);  
put(smarty, "caterpillar");  
put(smarty, "beatific");  
put(smarty, "cocoon");
```

0x7444



0x8300



0x7992

