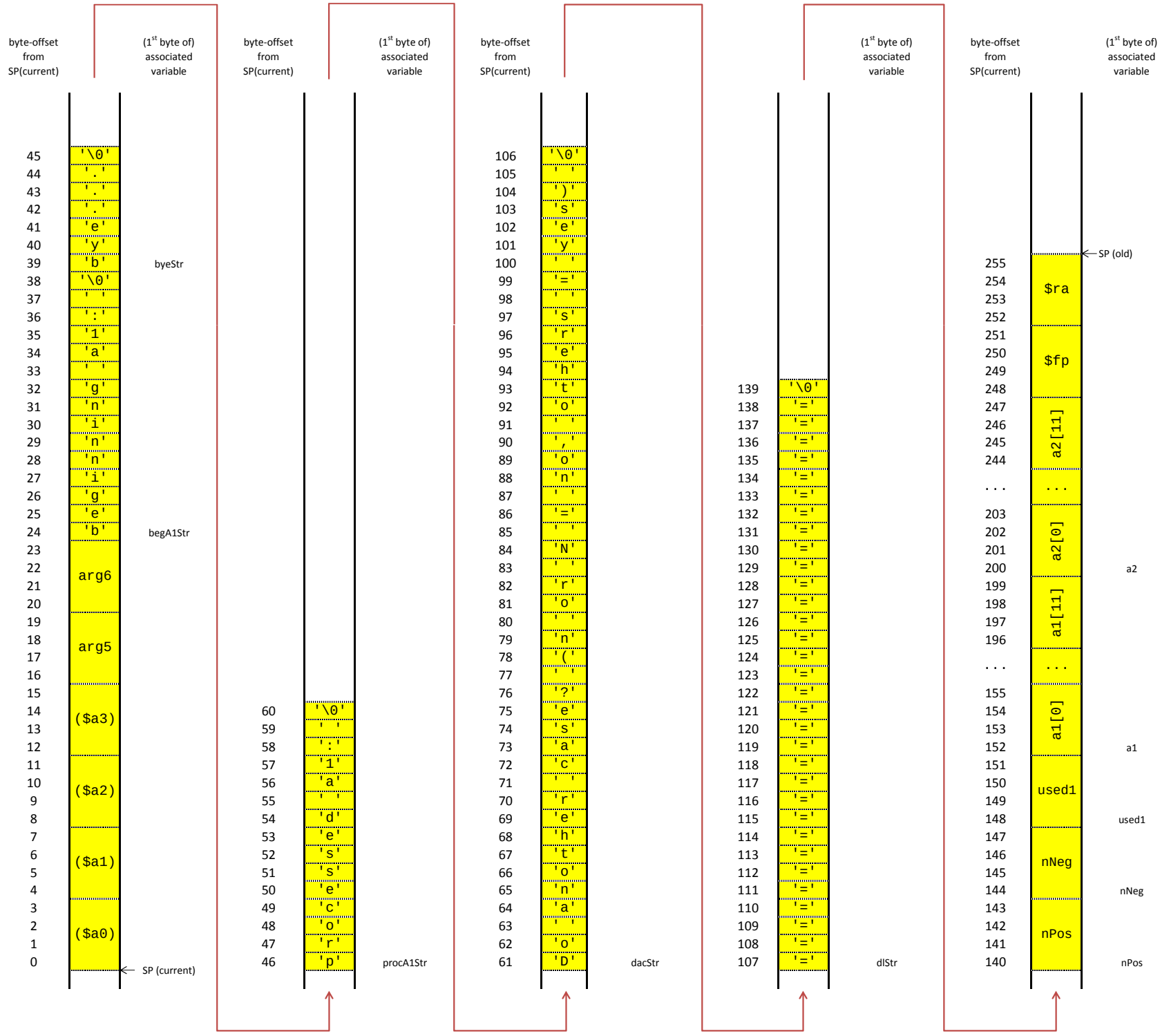
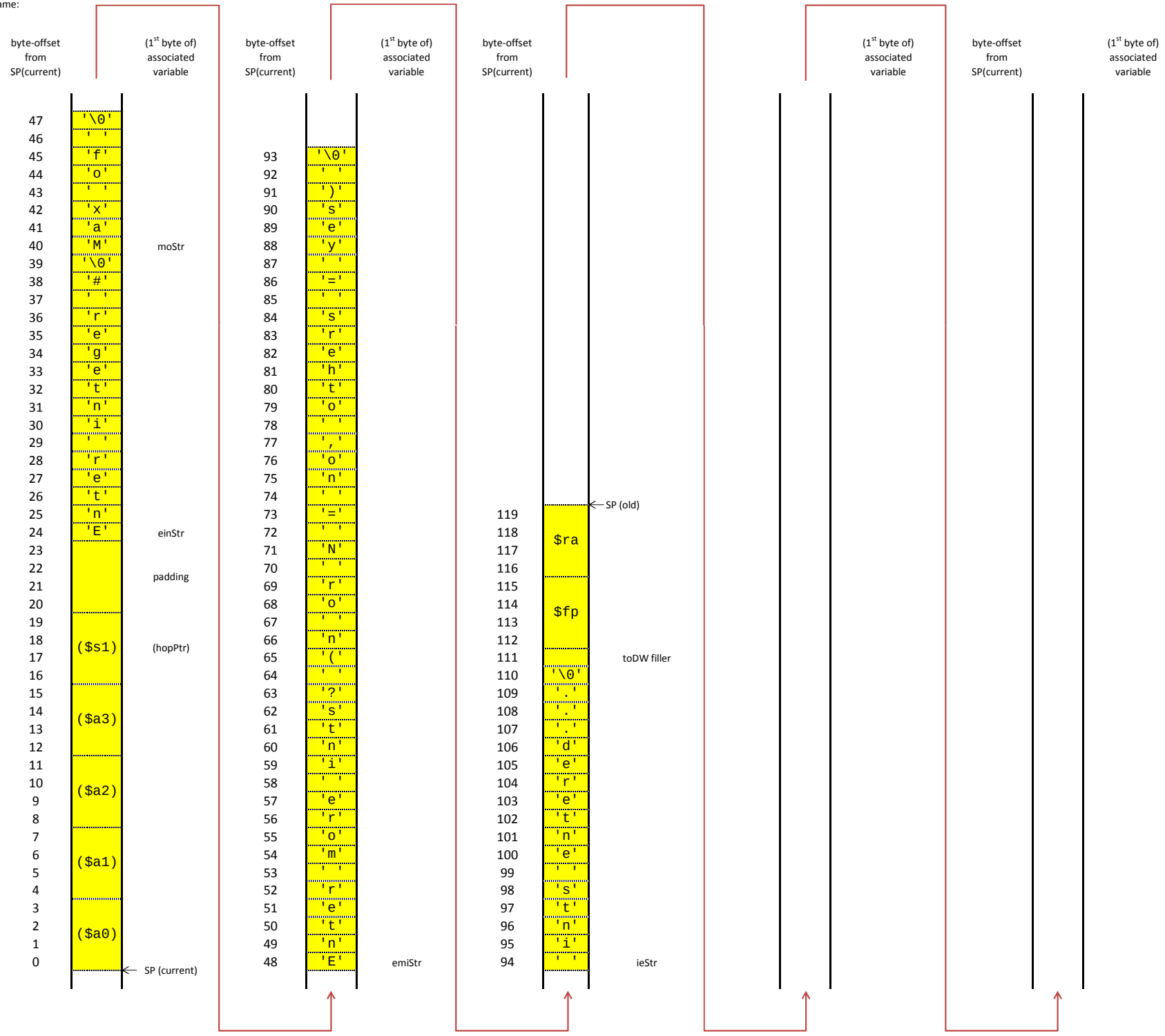
main's stack frame:

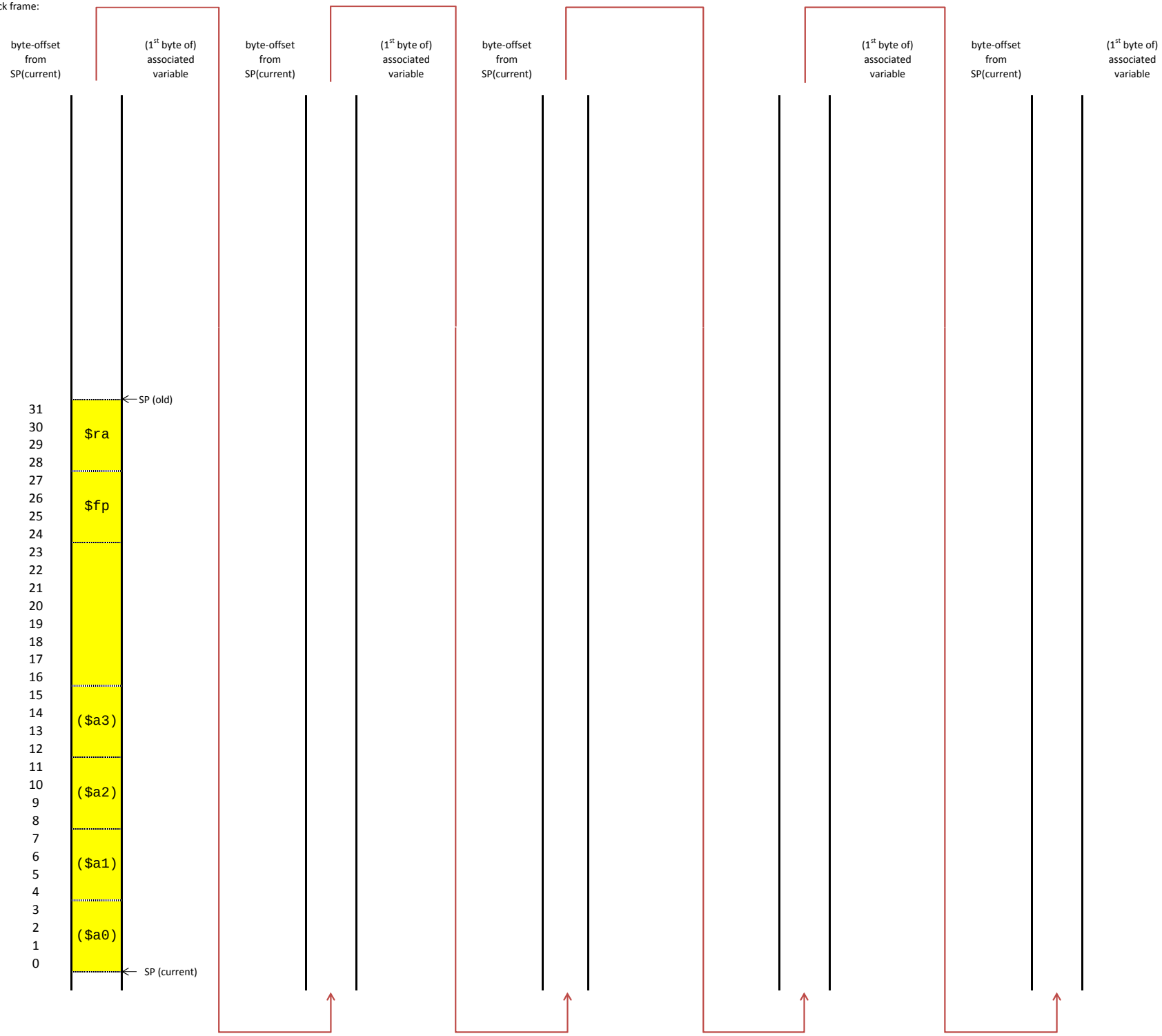


CoutCstrNL's stack frame:

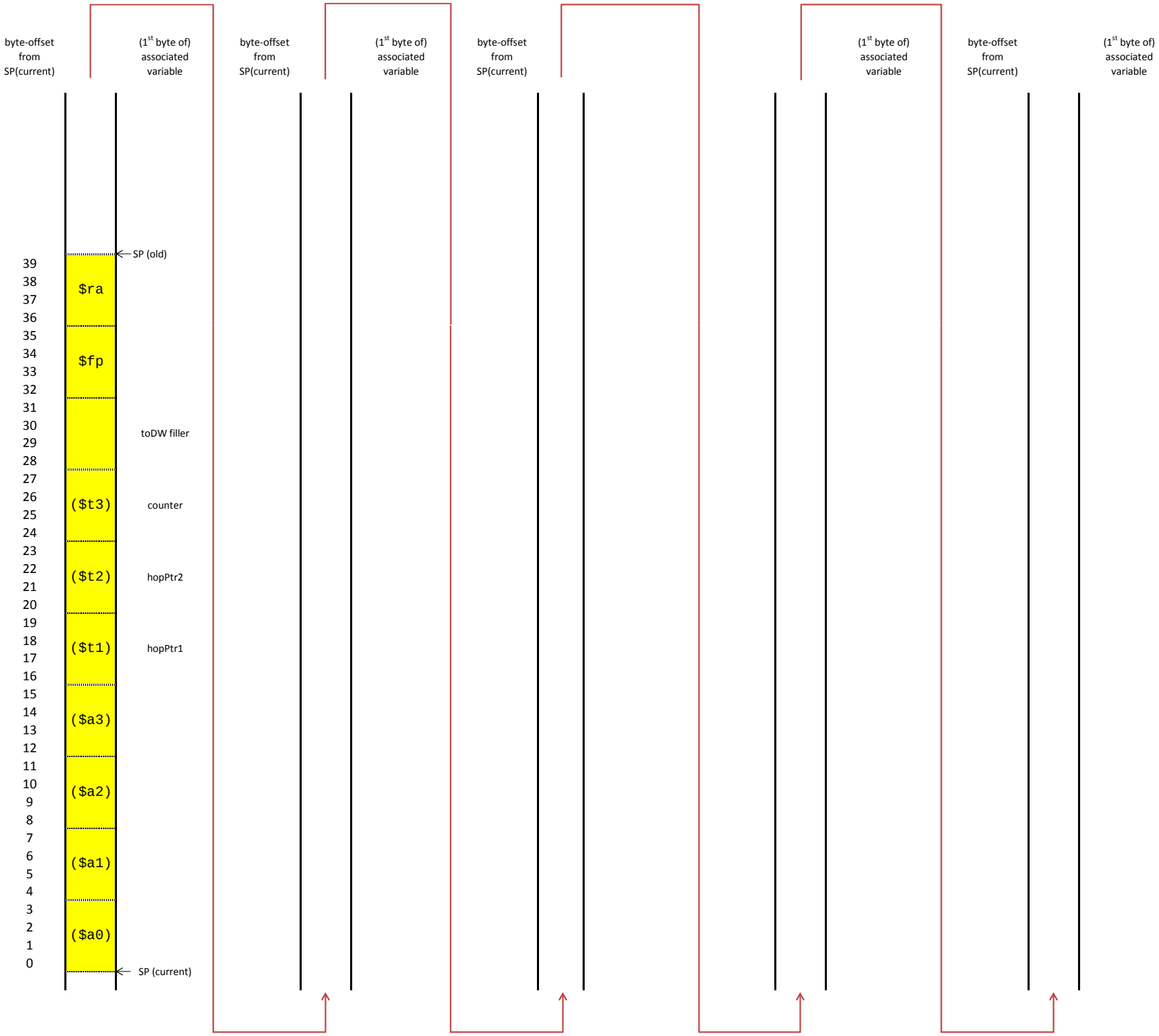
PopulateArray's stack frame:



ShowArrayLabeled's stack frame:

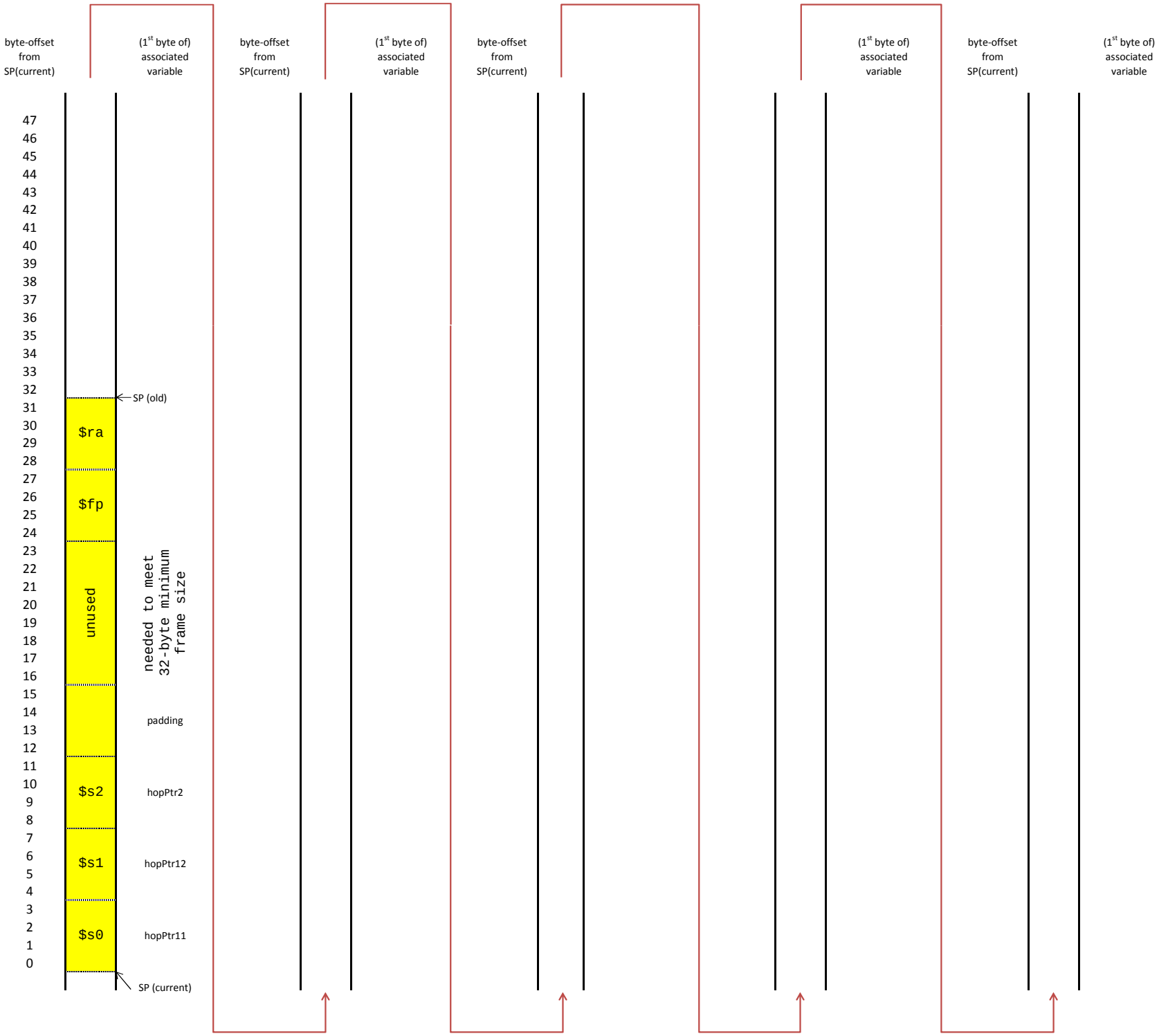
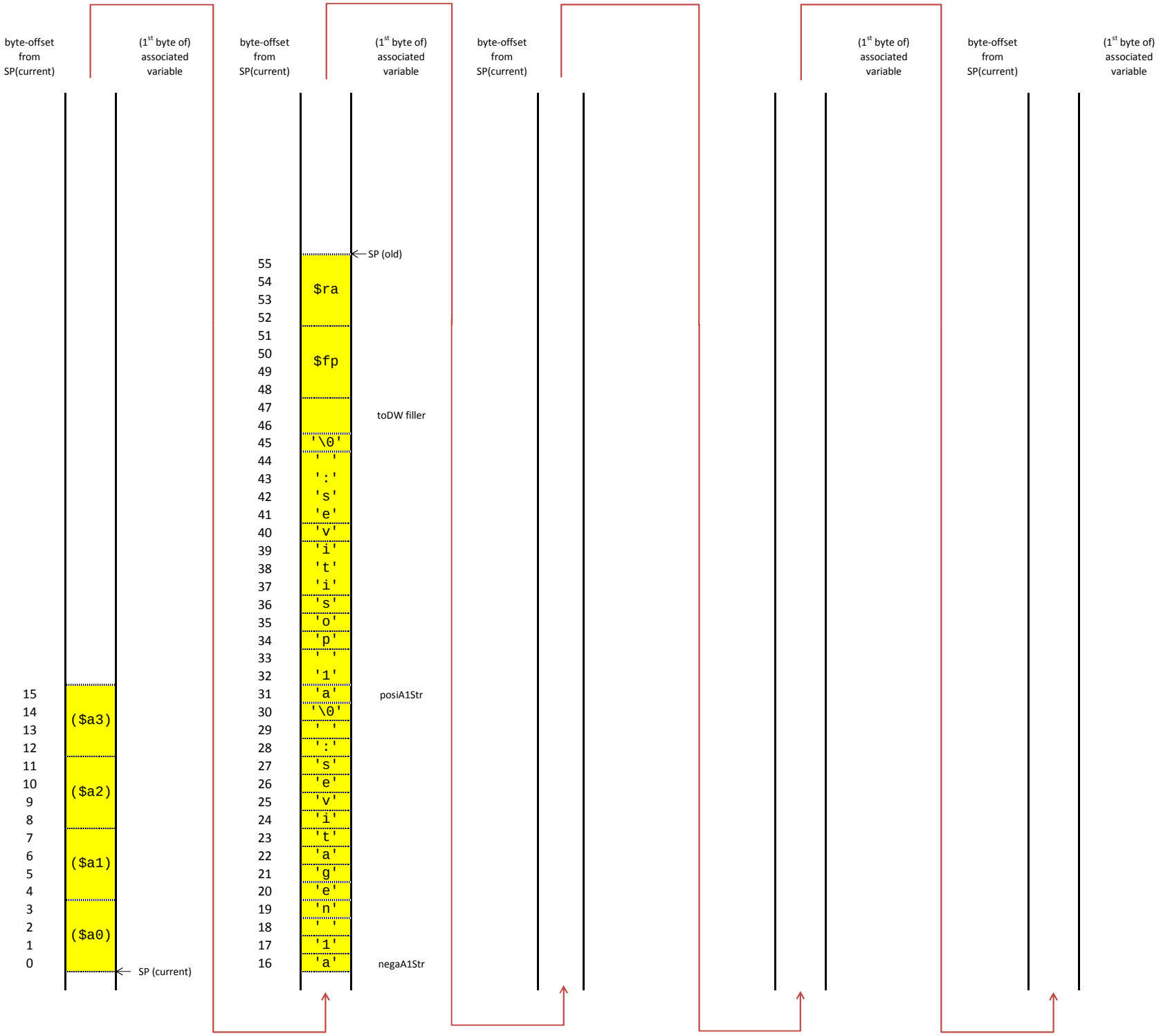


SPFN's stack frame:



BUMS' stack frame:

BUM's stack frame:



ProcArrays' stack frame: