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// Demo of bad code creating objects on the stack
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## STACK MEMORY

draw_board- line 96	int* board_ptr	>-----
make_board()	int board[65]	<-----
	**board row**	
	**board row**	
	**board row**	
	**board row**	
	**board row**	
	**board row**	
	**board row**	
	**board row**	
main()	int* board_ptr	

## STACK MEMORY

draw_board- line 16	int* board_ptr	<---
main()	int* board_ptr	>---   NULL PTR

## STACK MEMORY

[illegible]

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[illegible]