// Checkers on stack

// Demo of bad code creating objects on the stack

FIRST TRY - line 15 thru 96

STACK MEMORY

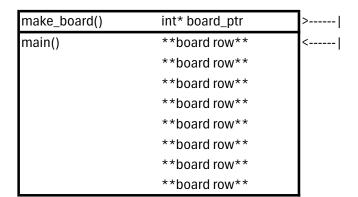
draw_board- line 96	int* board_ptr	>
make_board()	int board[65]	<
	board row	
main()	int* board_ptr	1

FIRST TRY - line 15 thru 96 STACK MEMORY

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

Second Try - line 19 thru 21

STACK MEMORY



Second Try - line 22 STACK MEMORY

draw_board- line 22	int* board_ptr	>
main()	**board row**	<
	board row	