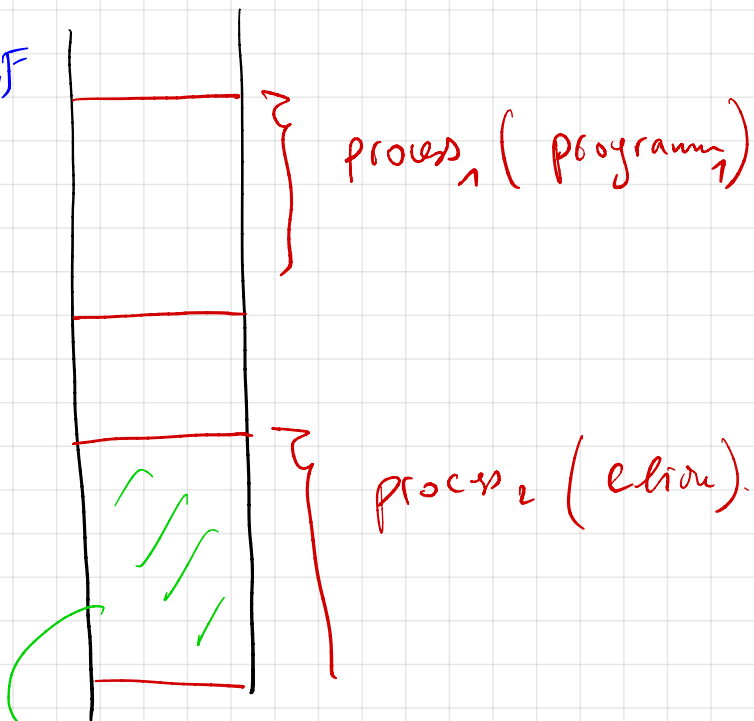




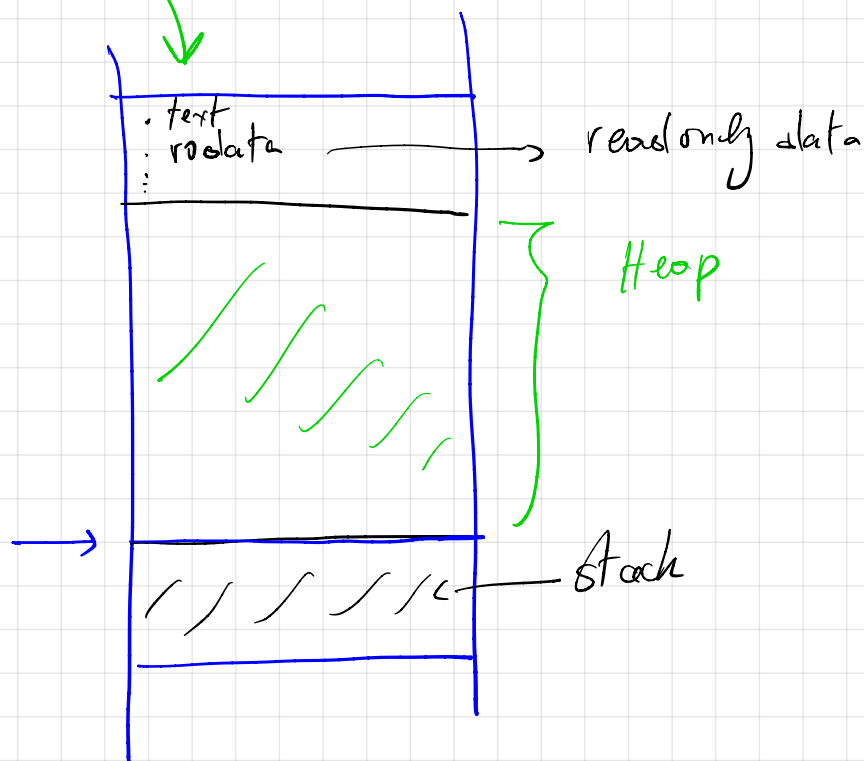
RAM

or FFFF

0x0



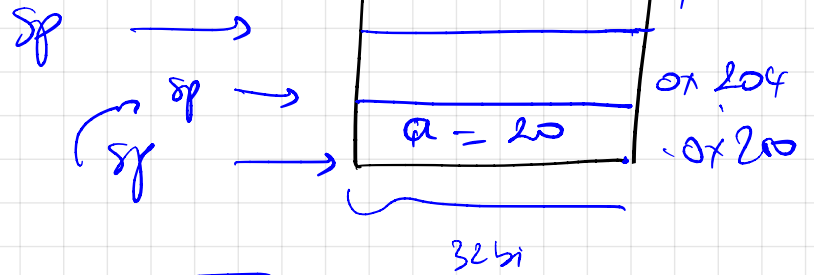
Process 2:



```
int main()
```

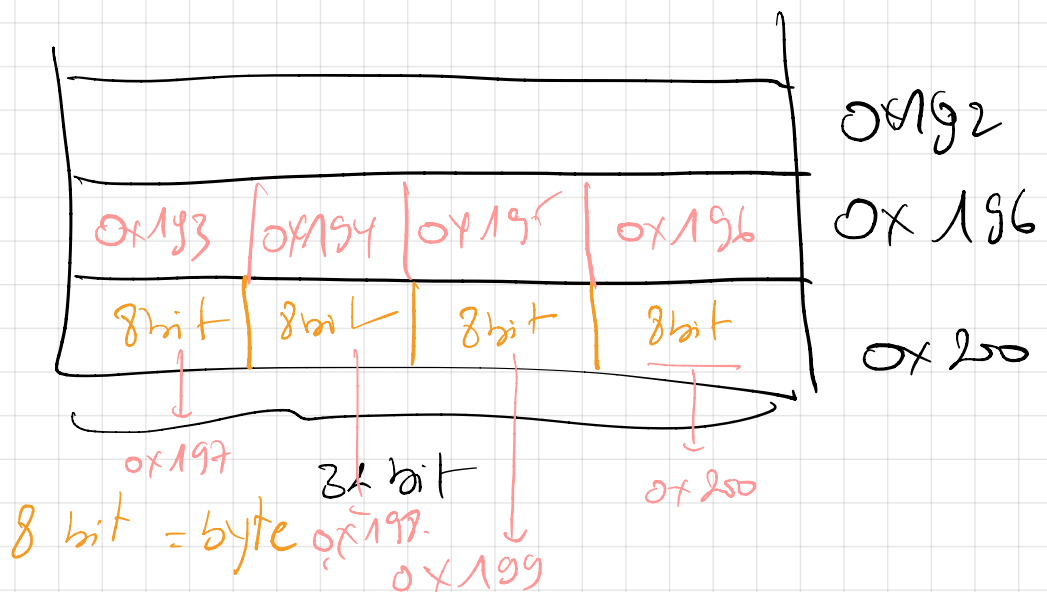
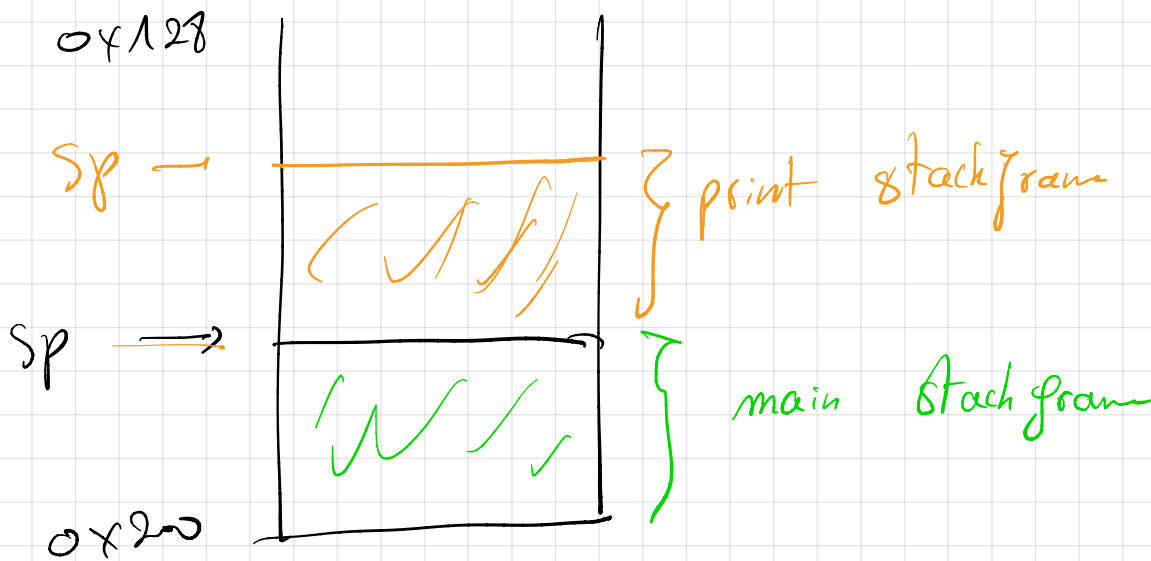
```
{
    int a = 20;
    int b = 40;
    printf();
    return 0;
}
```

t=0



sp 0x200

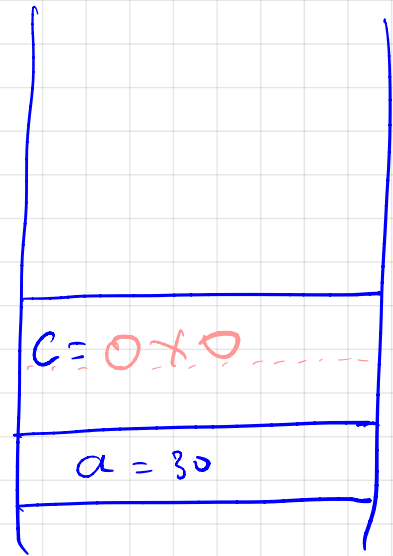
↳ stackpoint



Speicher

int a = 30

int * c = nullptr; (0x0)



int a = 40

int * b = &a;

int * c = new int;

