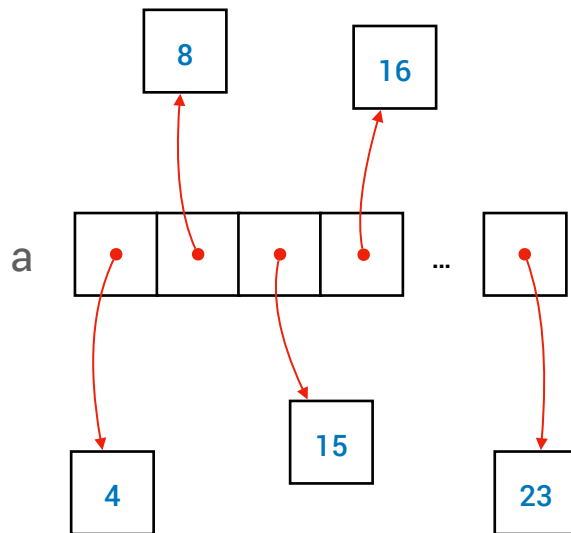


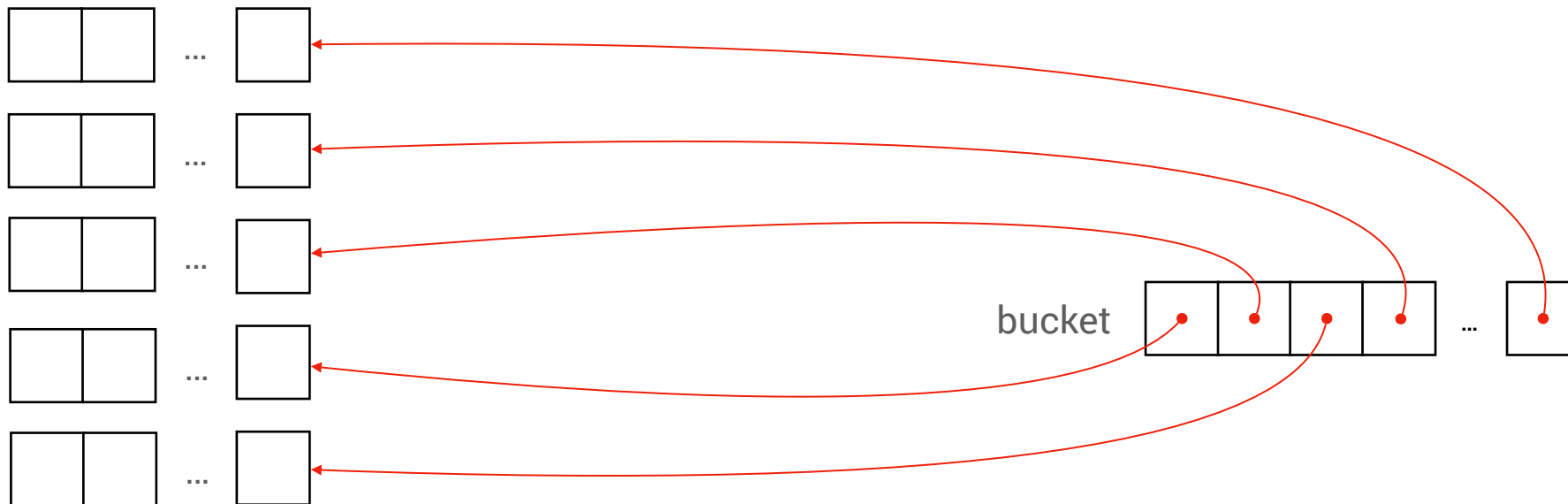
```
long (*a)[20];
```



```
long *(a[20]);  
long *a[20];
```

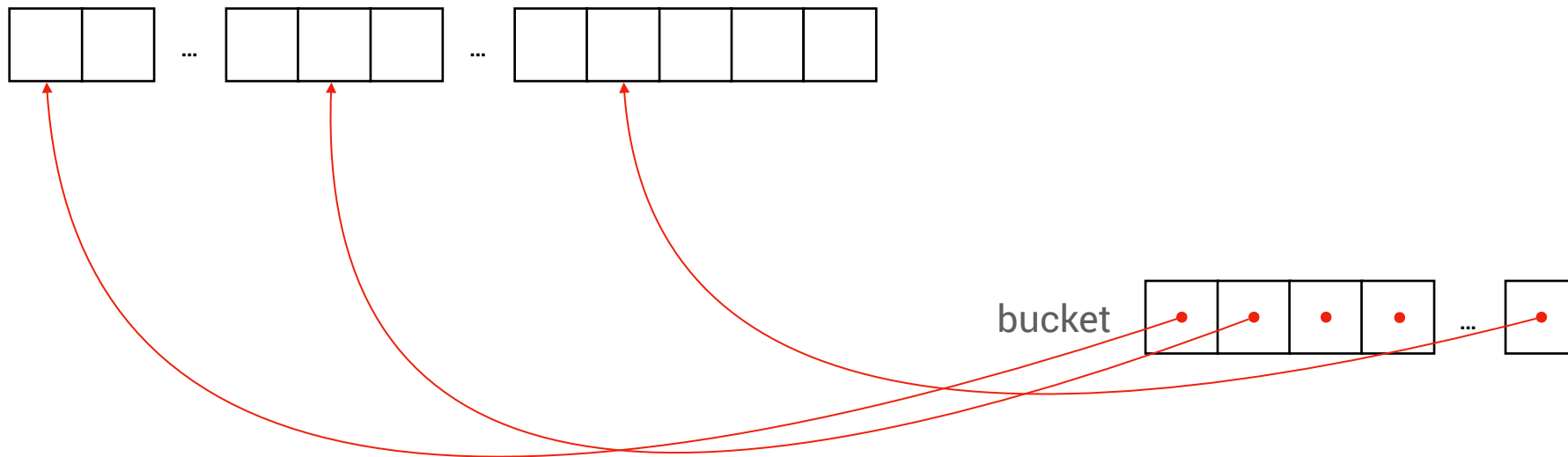
# Heap

# Stack



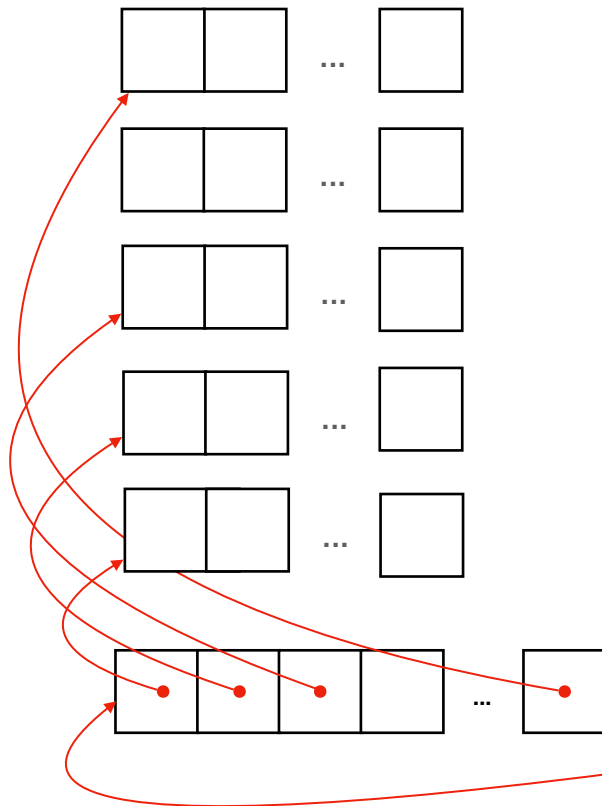
# Heap

# Stack



# Heap

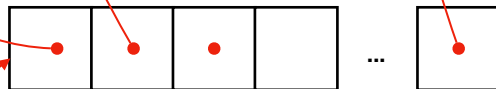
# Stack



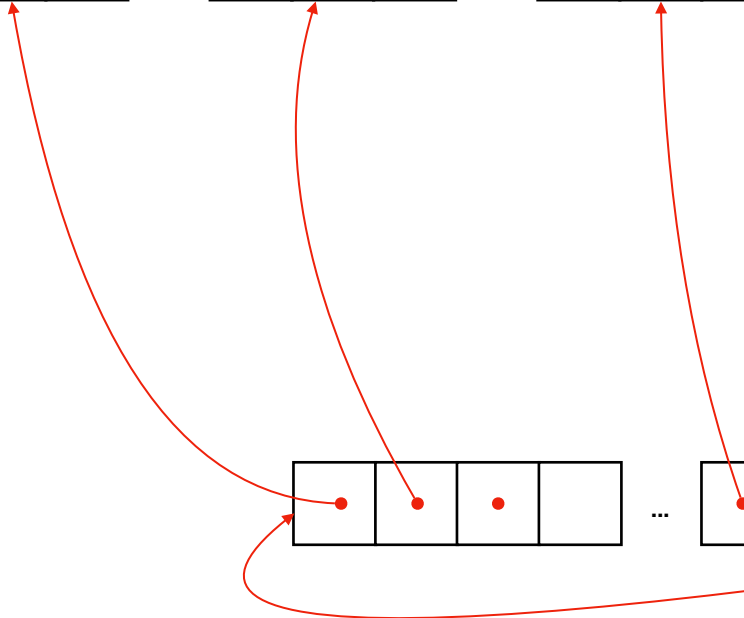
canvas

# Heap

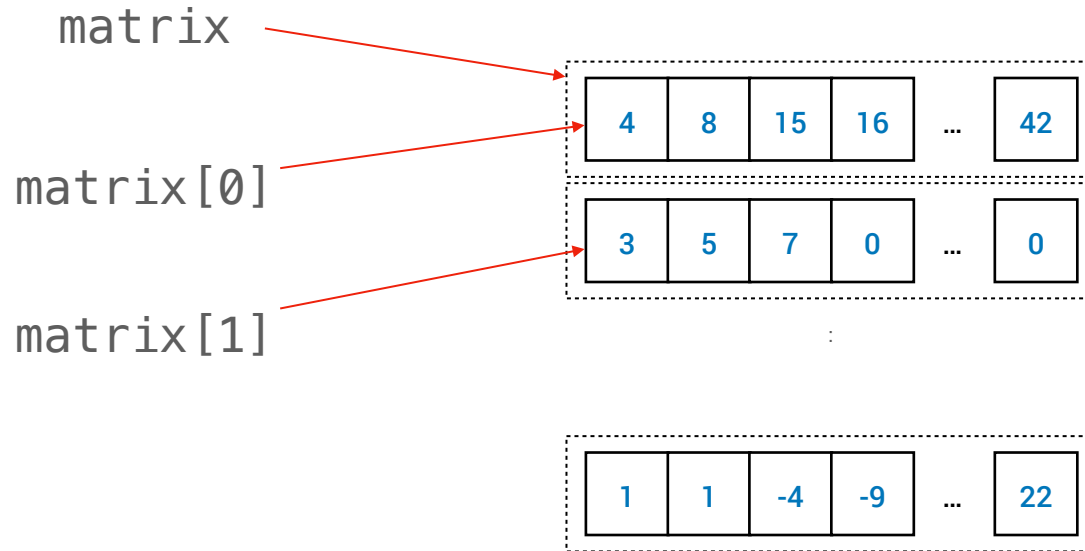
# Stack



canvas



```
long matrix[10][20];
```



	0	1				19
0	4	8	15	16	...	42
1	3	5	7	0	...	0
9	1	1	-4	-9	...	22