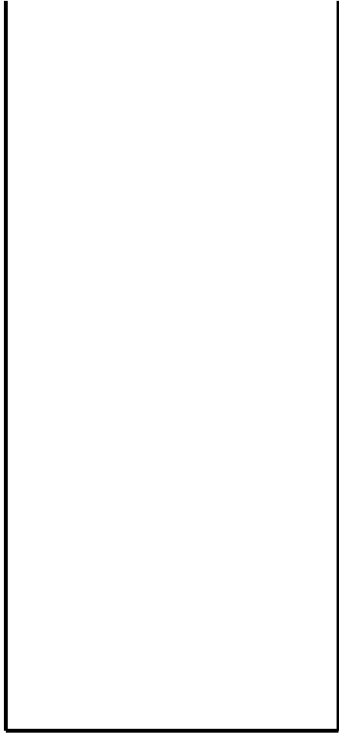


line 16:

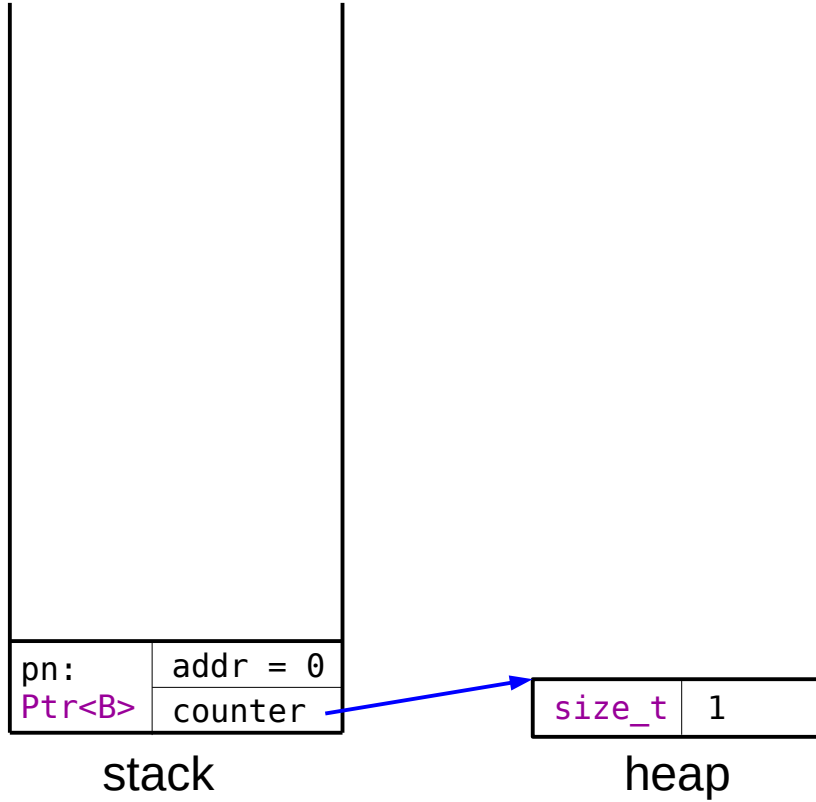


stack

heap

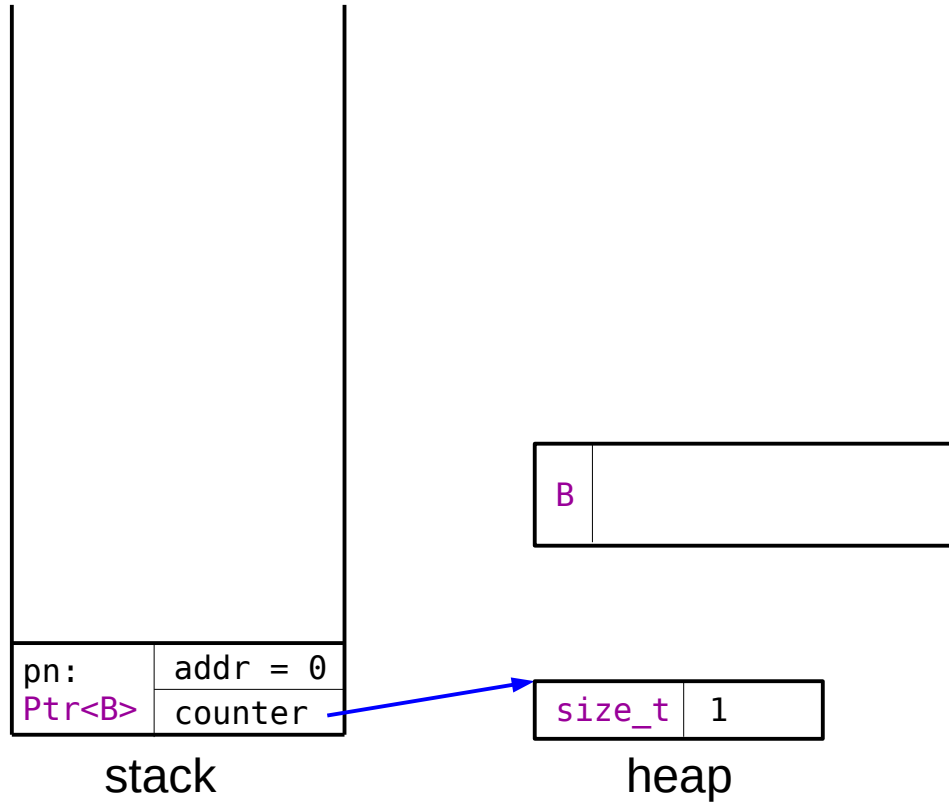
line 17: `Ptr pn = 0;`

calls: `Ptr(B*)`



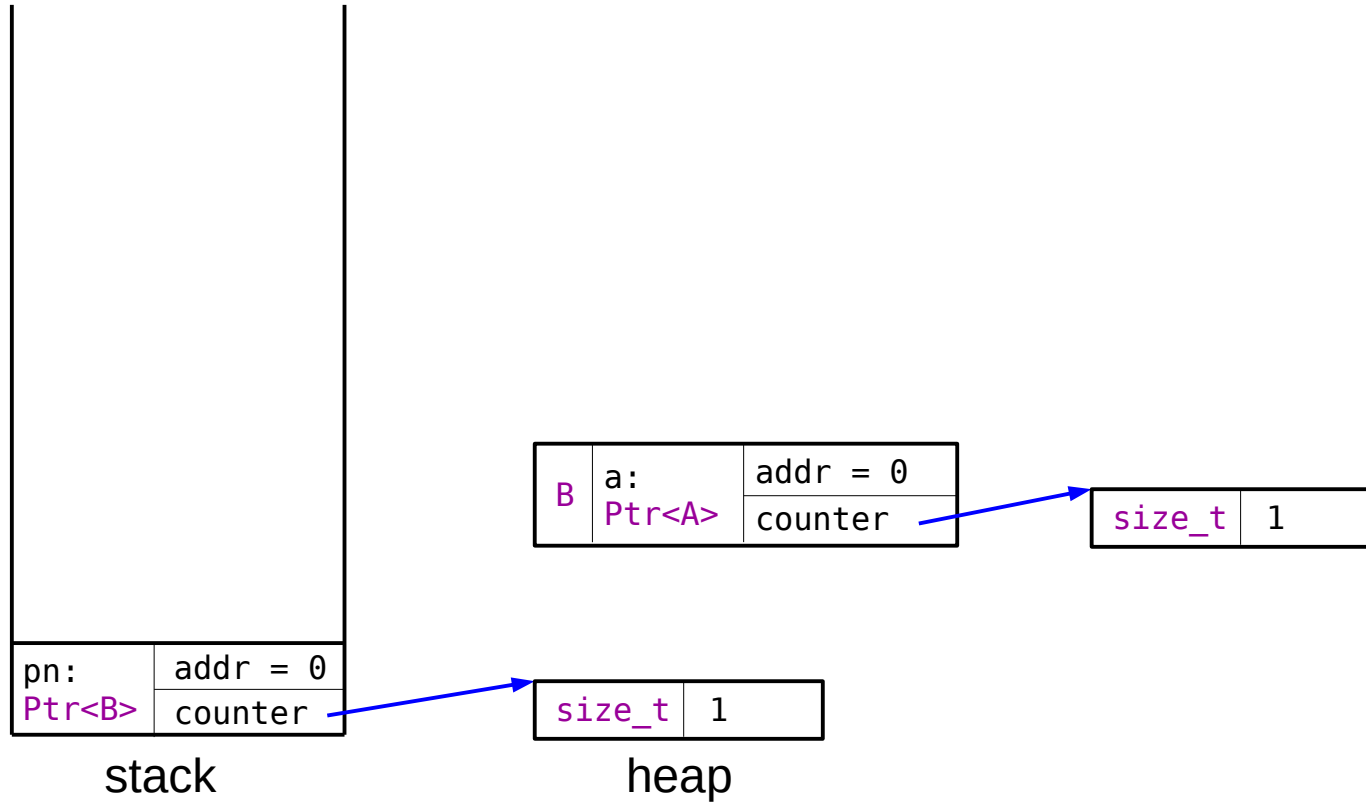
line 19: `Ptr pb = new B(0);`

calls: `B(A*)`



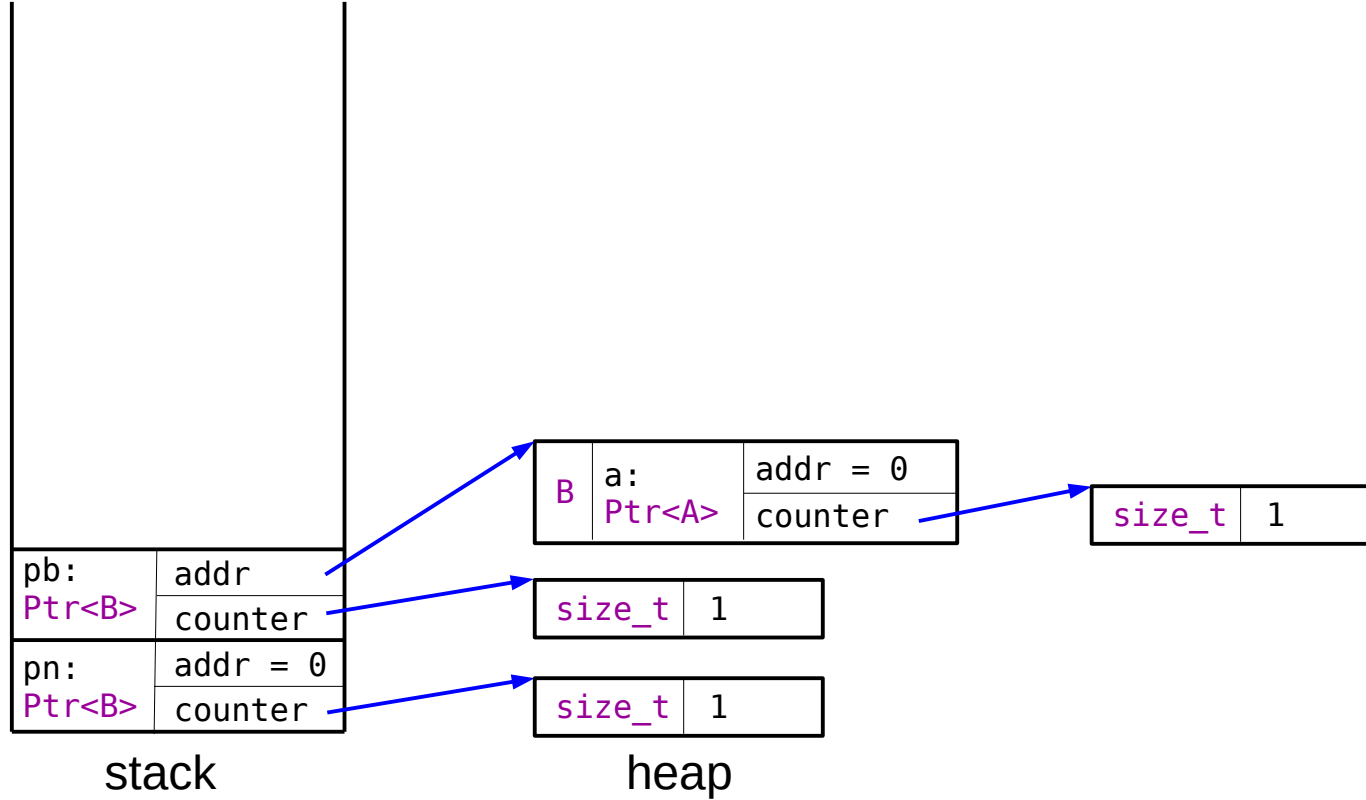
line 19: `Ptr pb = new B(0);`

calls: `B(A*)`
`Ptr<A>(A*)`



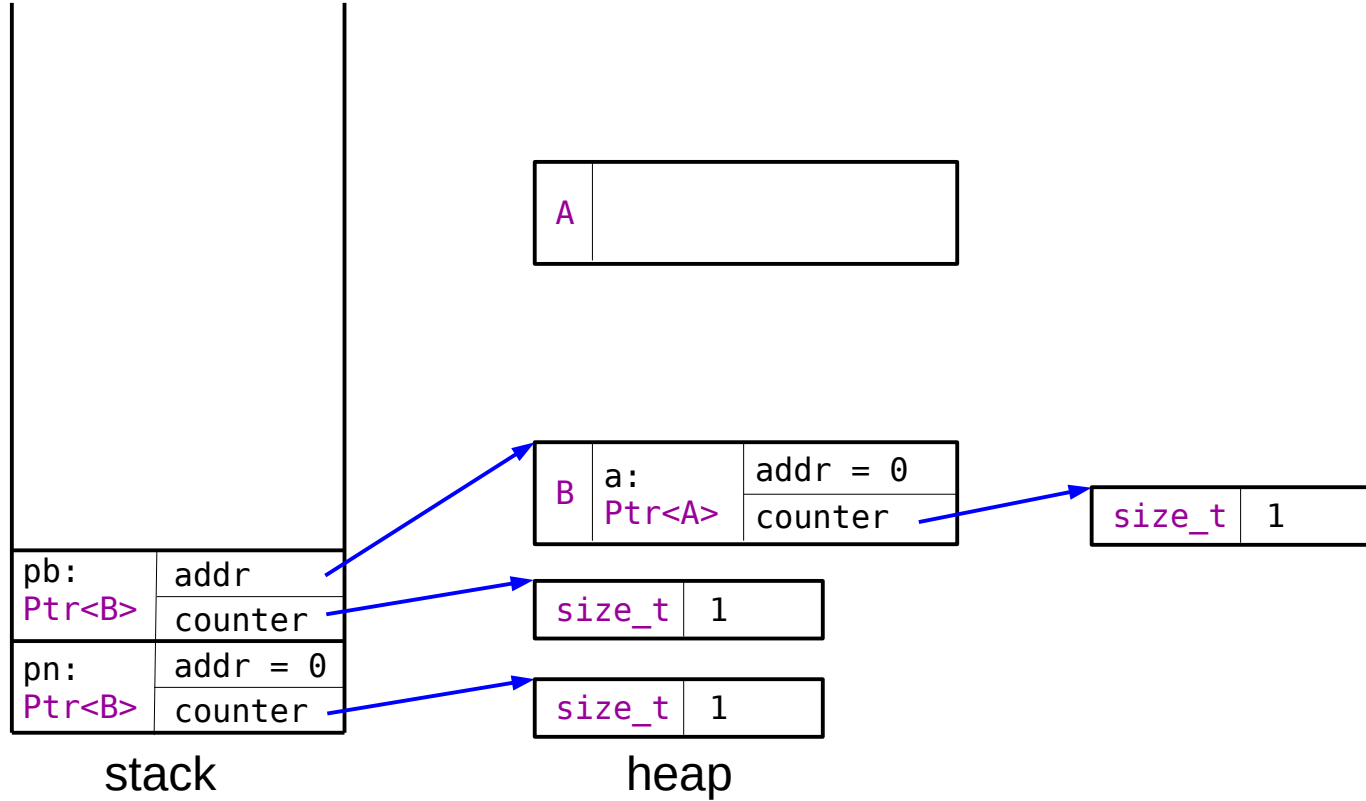
line 19: `Ptr pb = new B(0);`

calls: `B(A*)`
`Ptr<A>(A*)`
`Ptr(B*)`



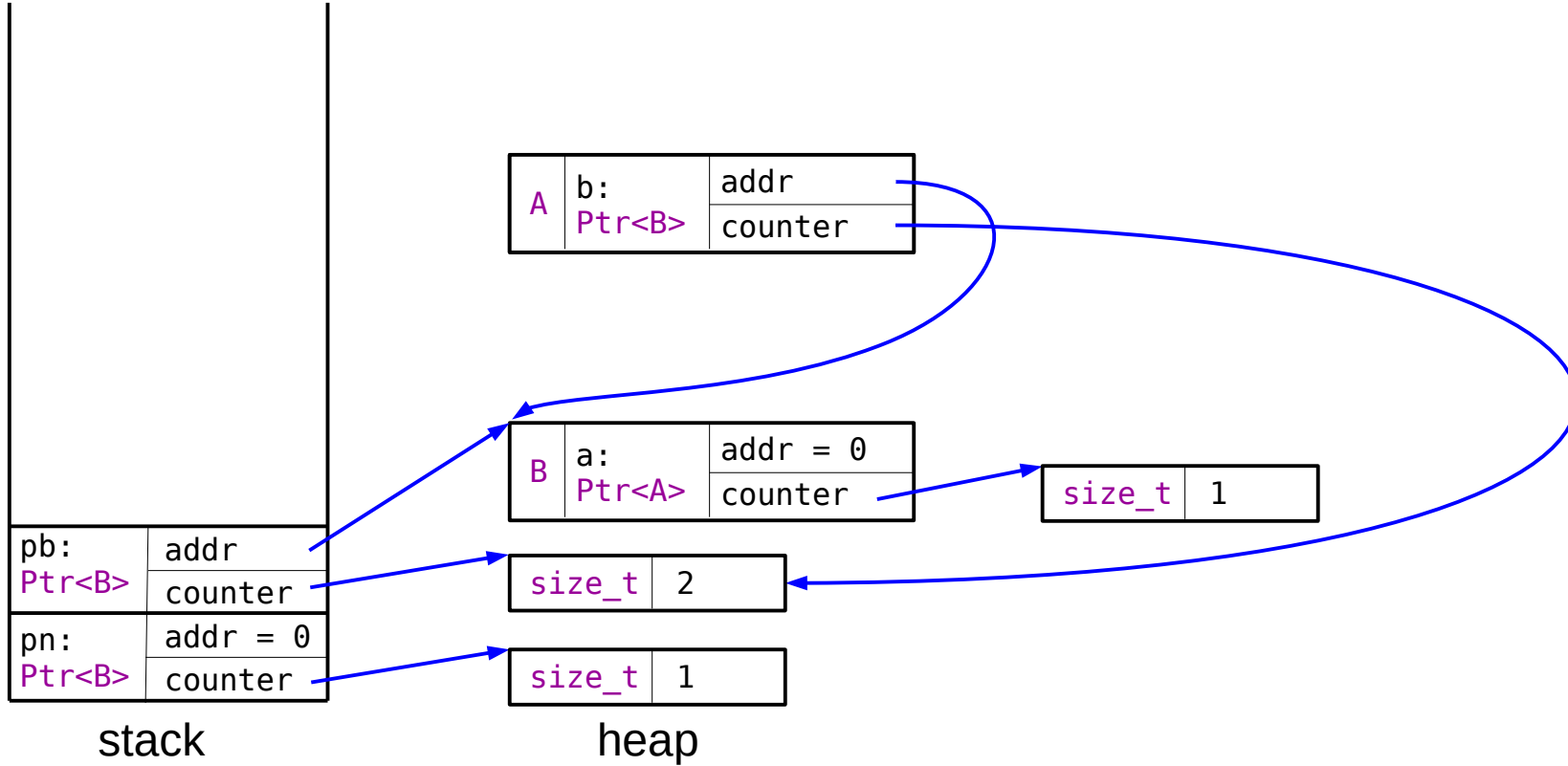
line 21: `Ptr pa = new A(pb);`

calls: `A(Ptr&)`



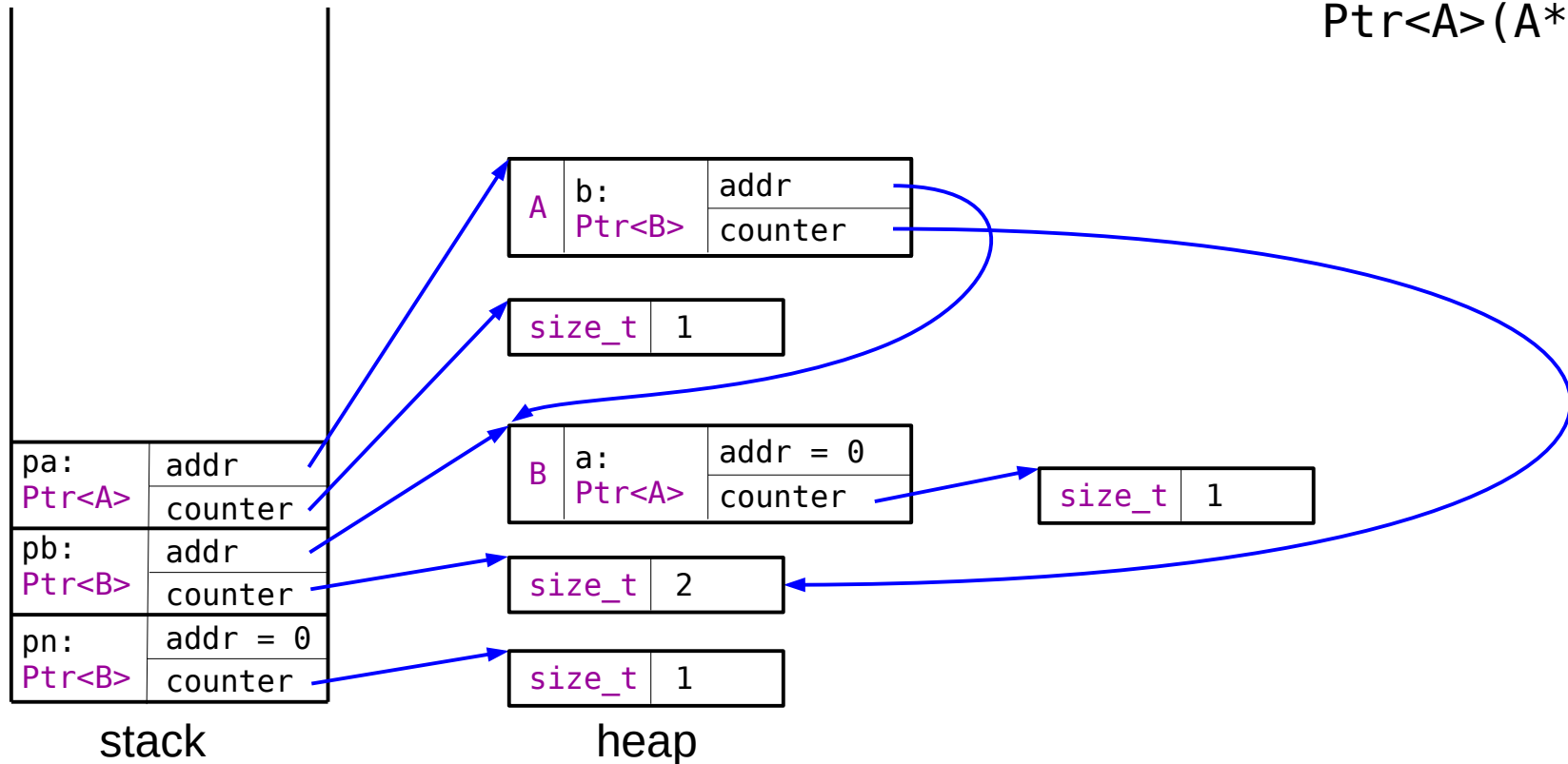
line 21: `Ptr pa = new A(pb);`

calls: `A(Ptr&)`
`Ptr(const Ptr&)`



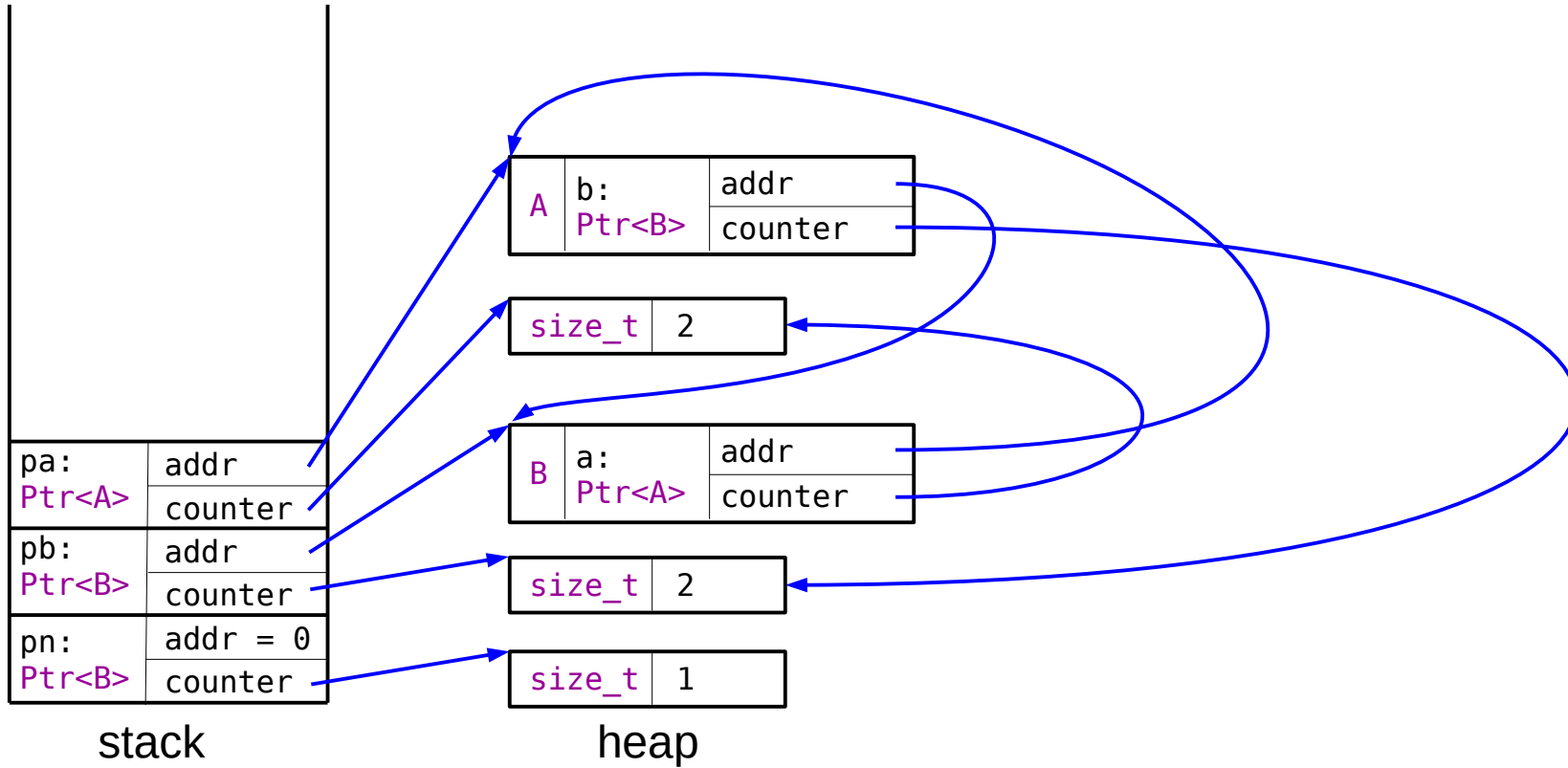
line 21: `Ptr pa = new A(pb);`

calls: `A(Ptr&)`
`Ptr(const Ptr&)`
`Ptr<A>(A*)`



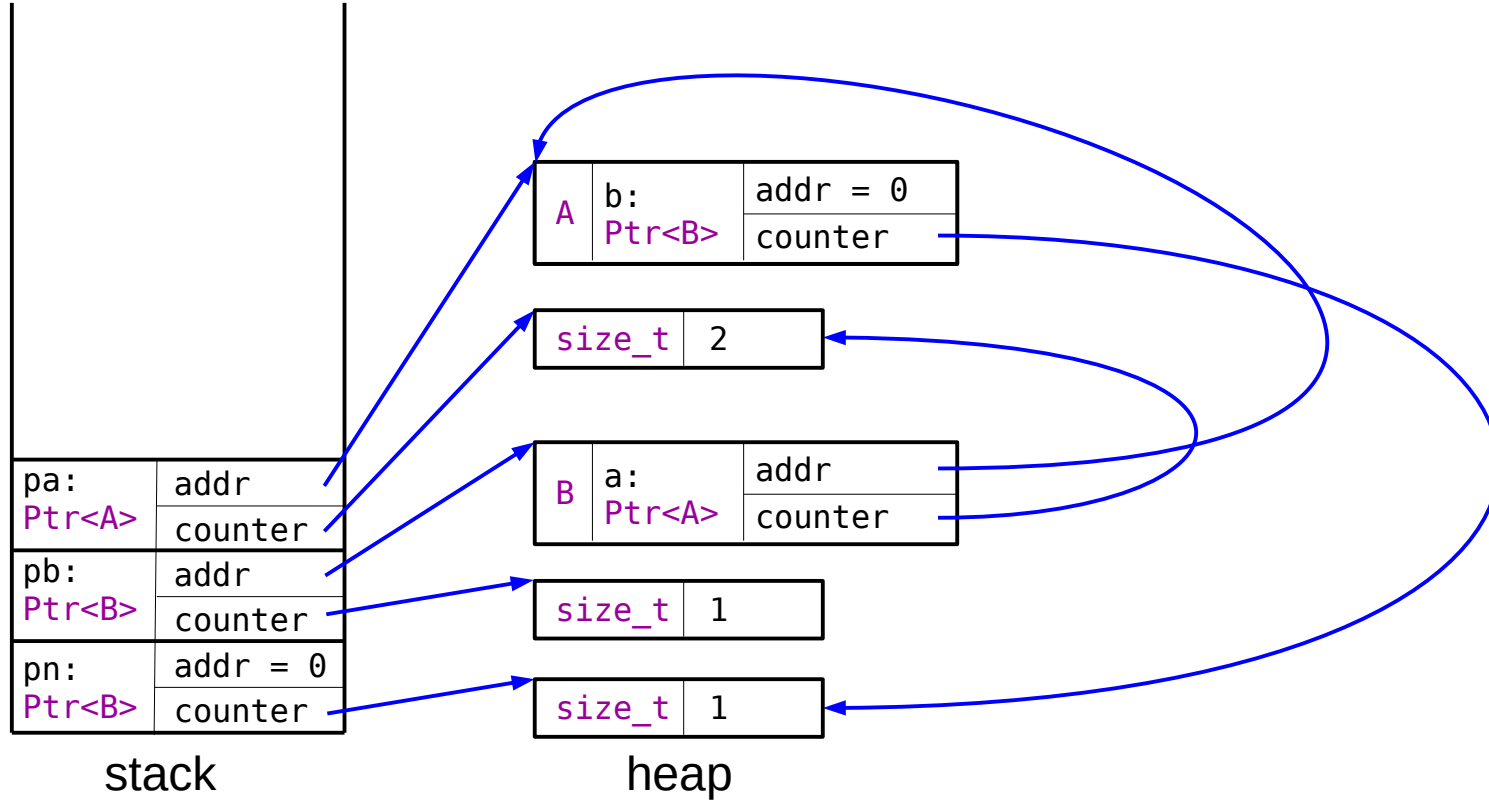
line 23: pb->a = pa;

calls: Ptr::operator->()
Ptr<A>::operator=(..)



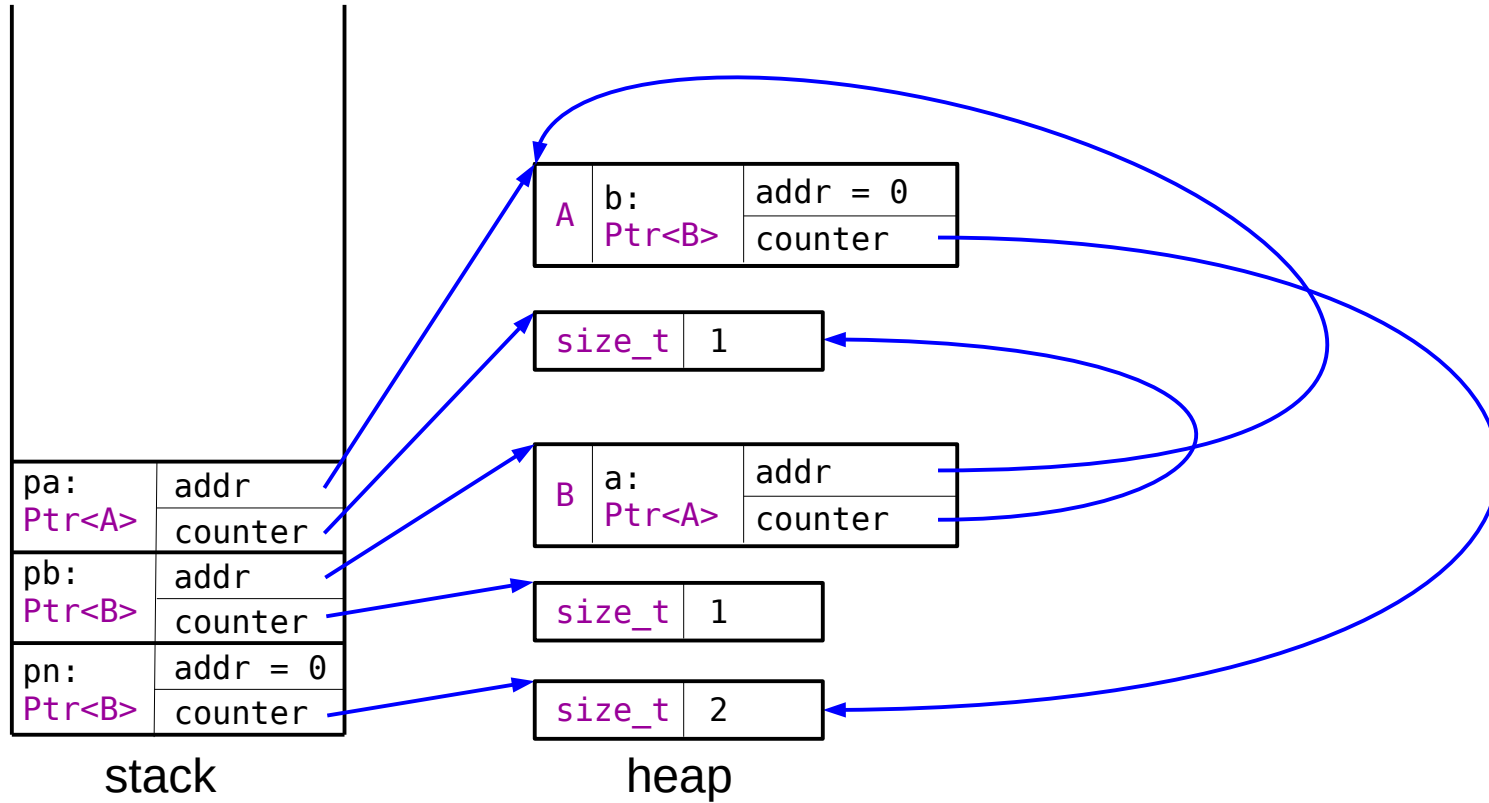
line 25: pa->b = pn;

calls: Ptr<A>::operator->()
Ptr::operator=(..)



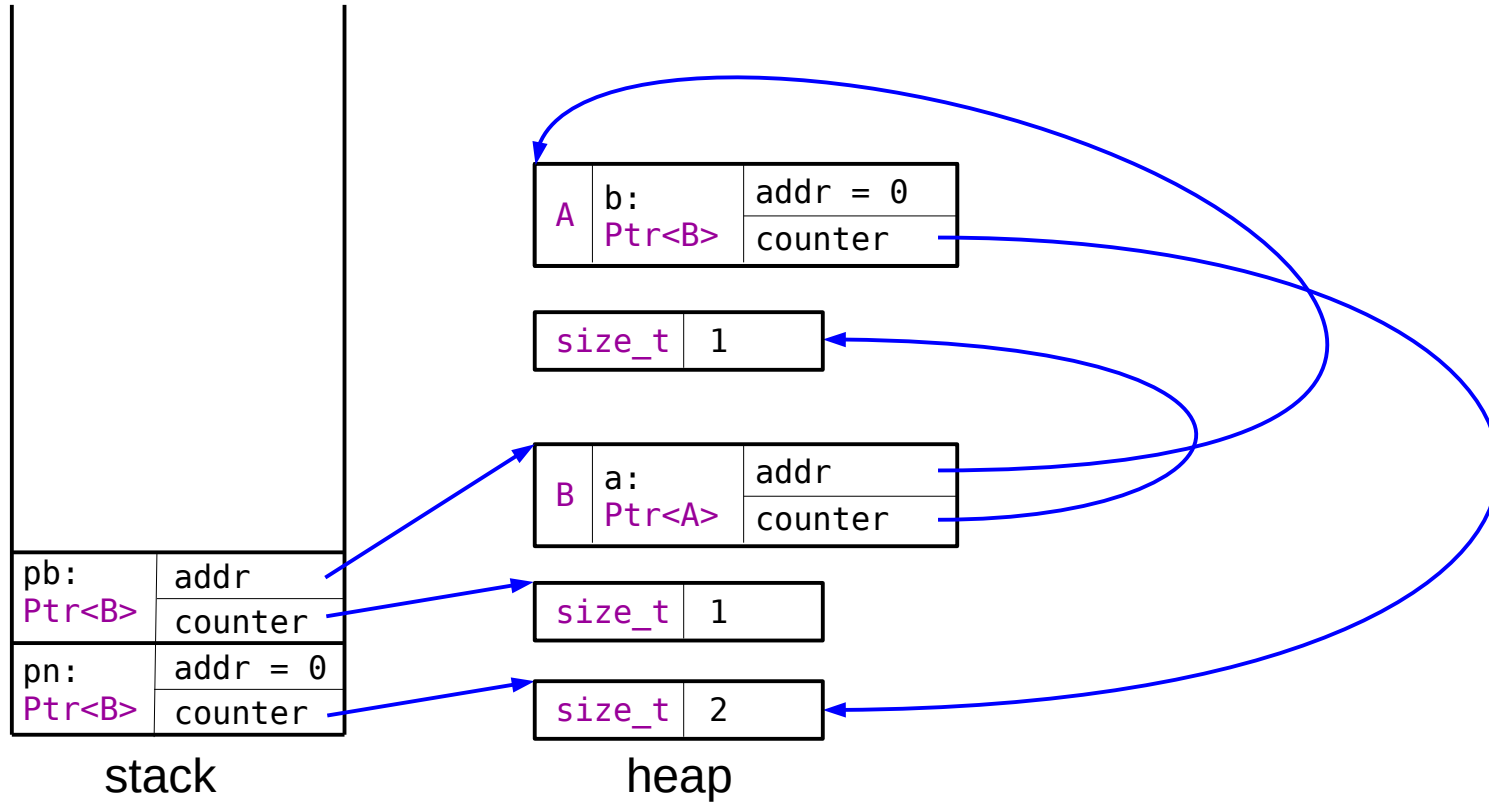
line 27: `return 0;`

calls: `~Ptr<A>`



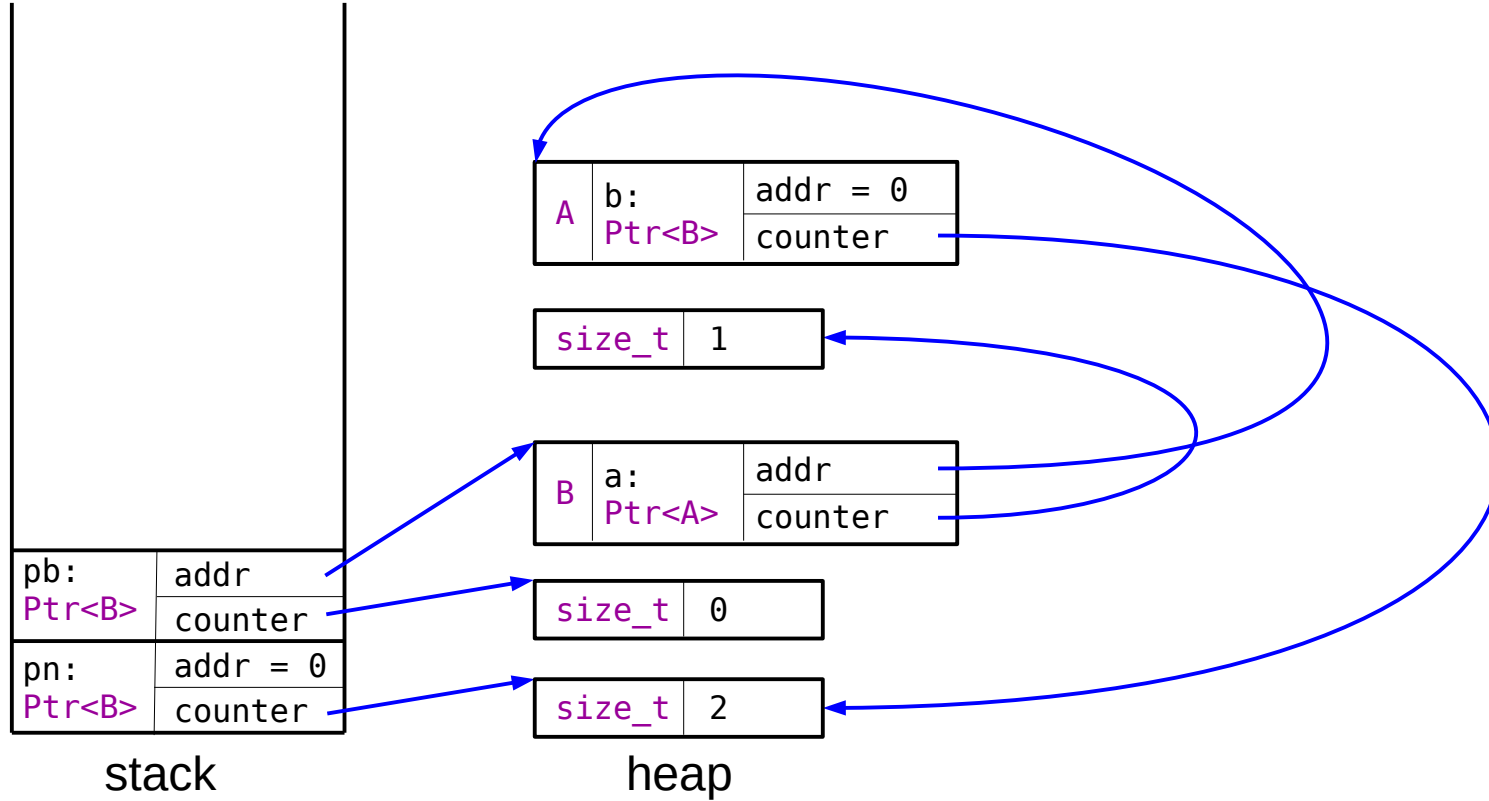
line 27: `return 0;`

calls: `~Ptr<A>`



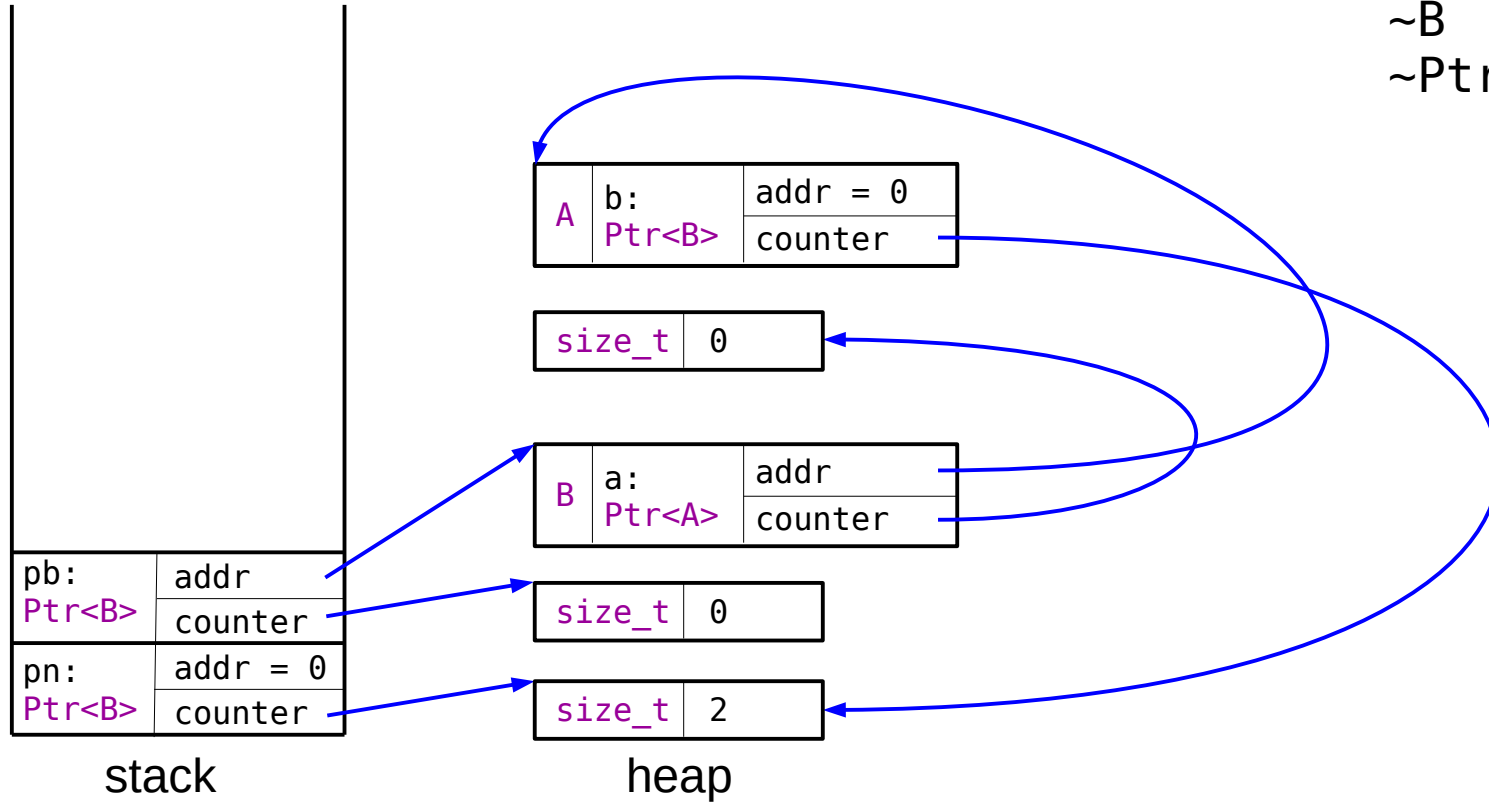
line 27: **return** 0;

calls: ~Ptr<A>
~Ptr



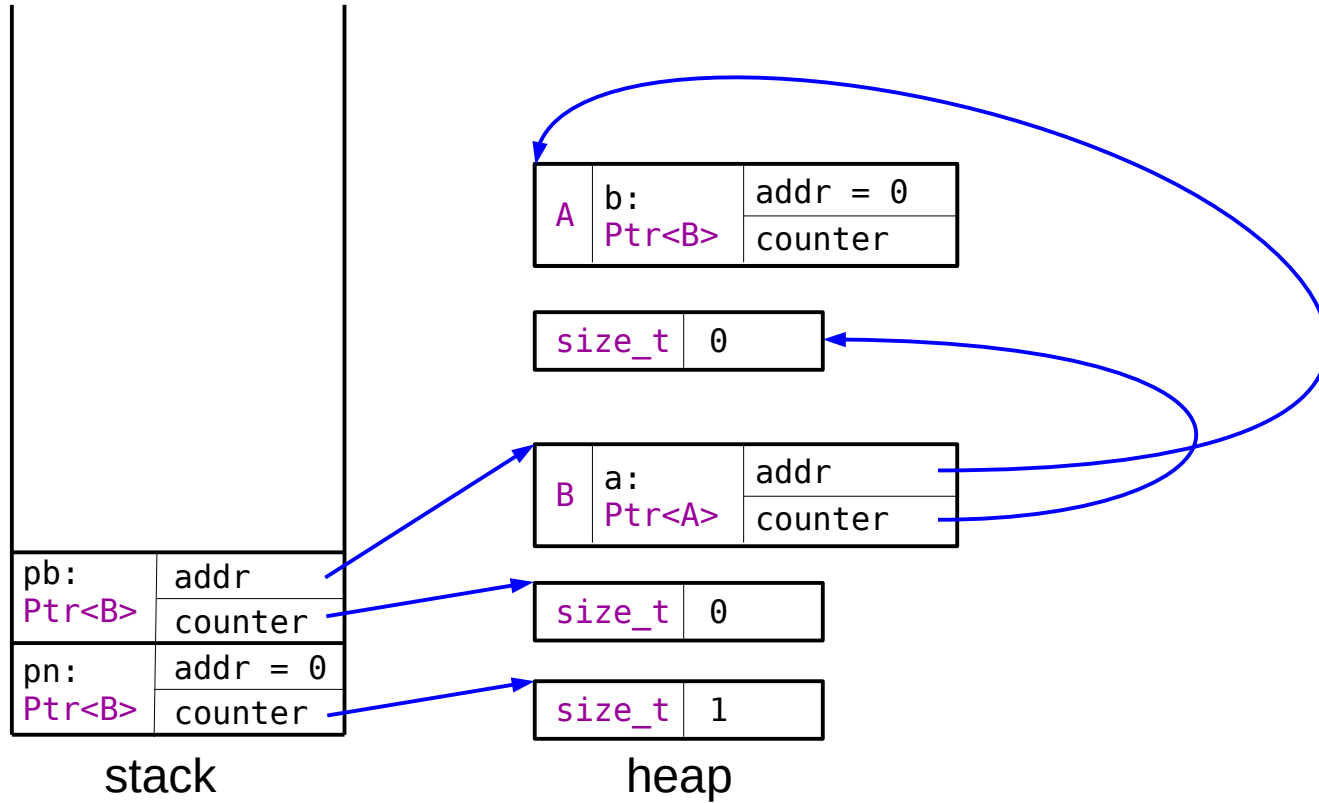
line 27: **return** 0;

calls: ~Ptr<A>
~Ptr
~B
~Ptr<A>



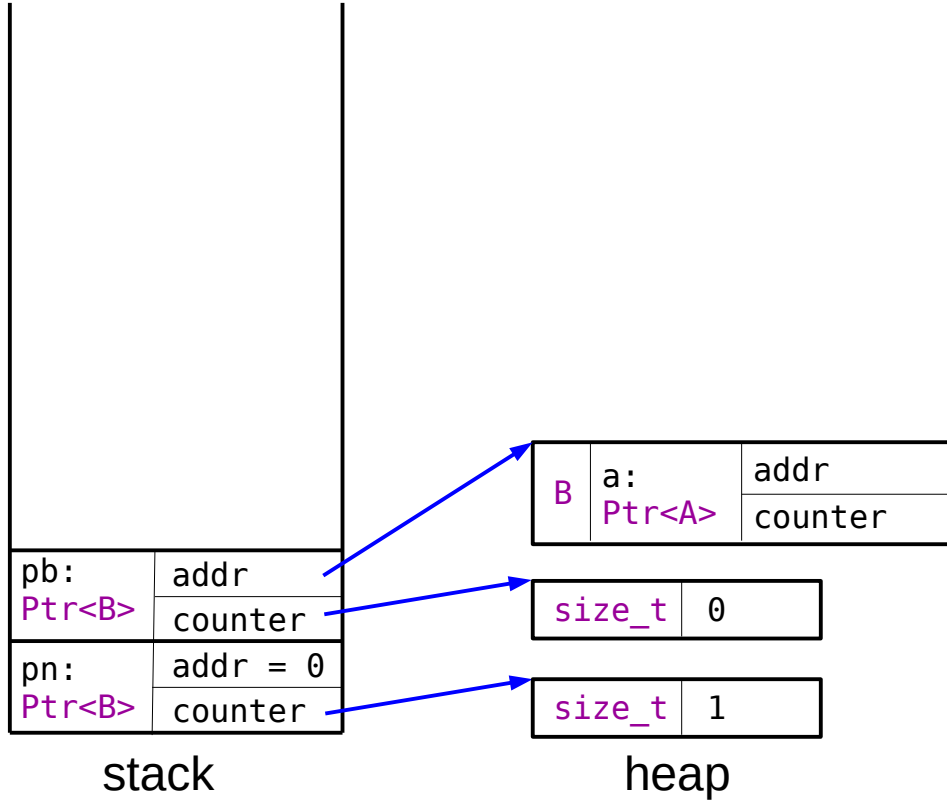
line 27: **return** 0;

calls: ~Ptr<A>
~Ptr
~B
~Ptr<A>
~A
~Ptr

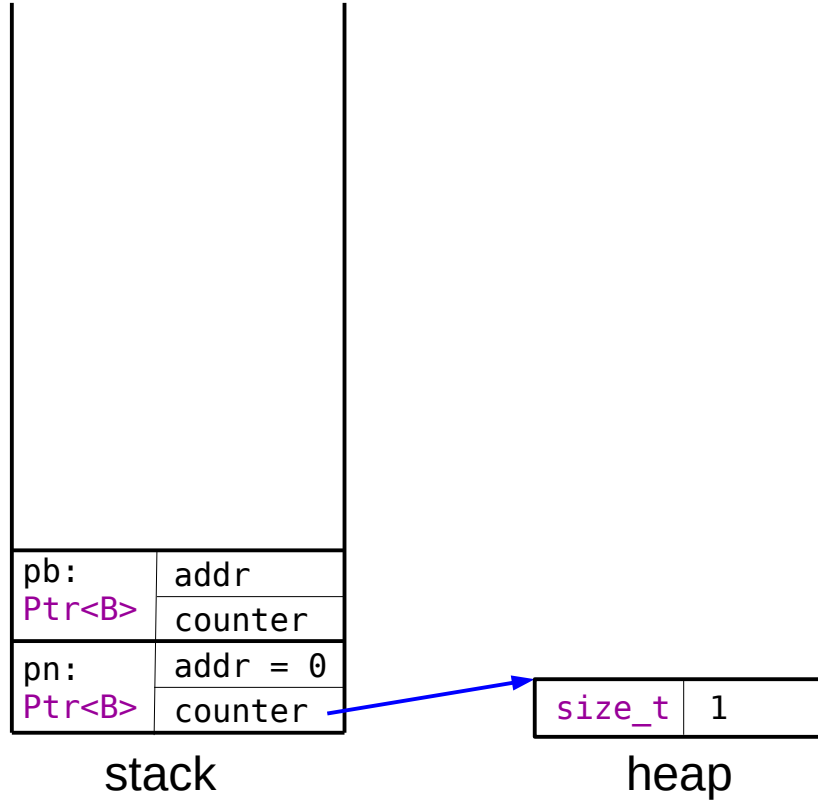


line 27: **return** 0;

calls: ~Ptr<A>
~Ptr
~B
~Ptr<A>
~A
~Ptr



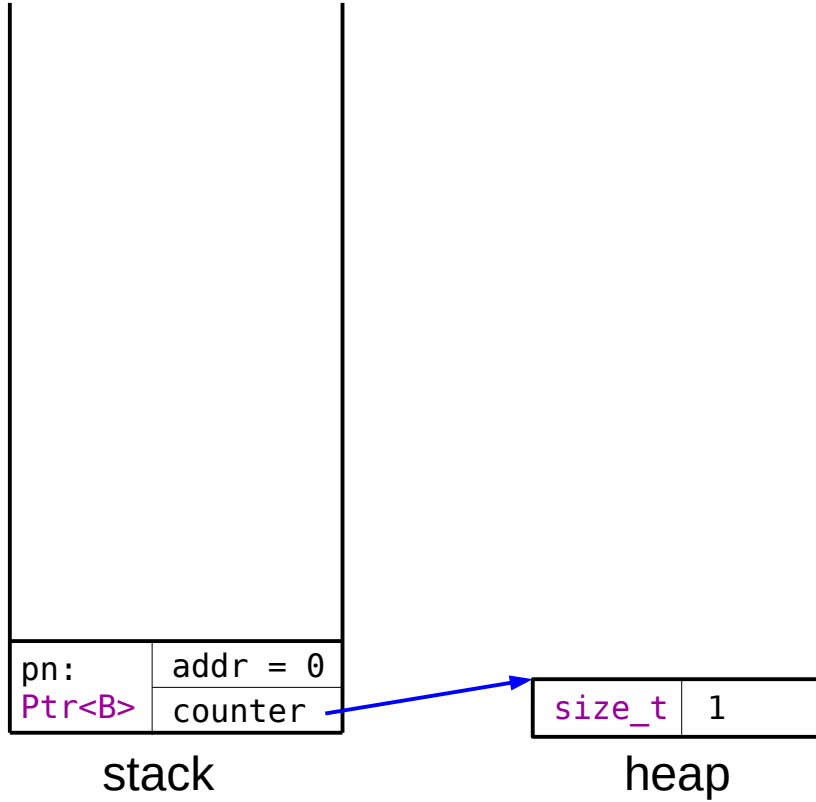
line 27: `return 0;`



calls: ~Ptr<A>
~Ptr
~B
~Ptr<A>
~A
~Ptr

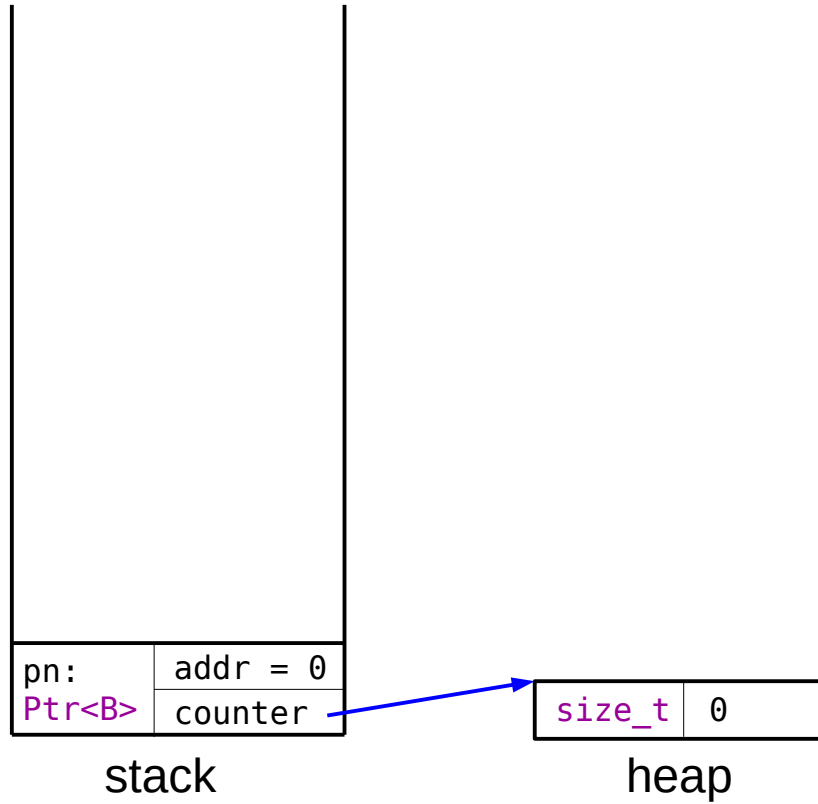
line 27: **return** 0;

calls: ~Ptr<A>
~Ptr
~B
~Ptr<A>
~A
~Ptr



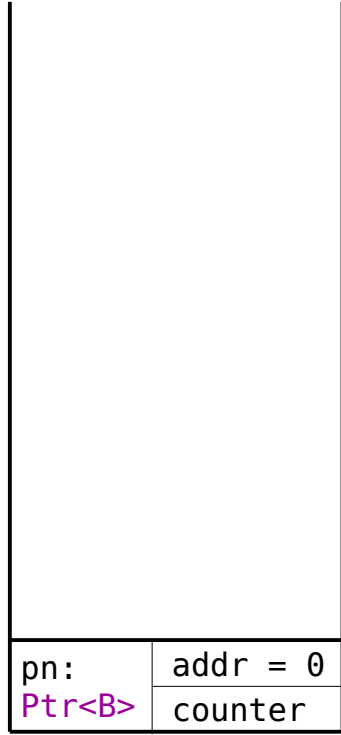
line 27: **return** 0;

calls: ~Ptr



line 27: **return** 0;

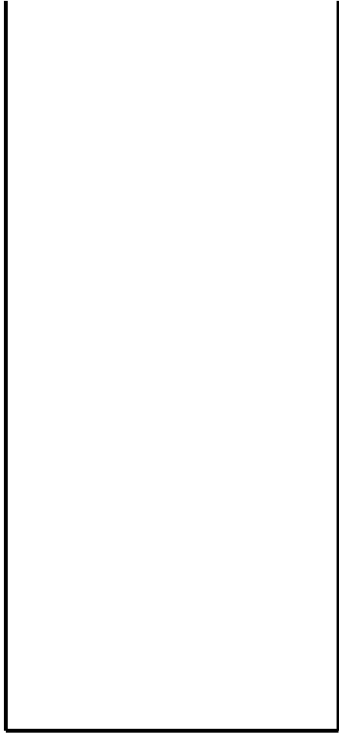
calls: ~Ptr



stack

heap

line 28:



stack

heap