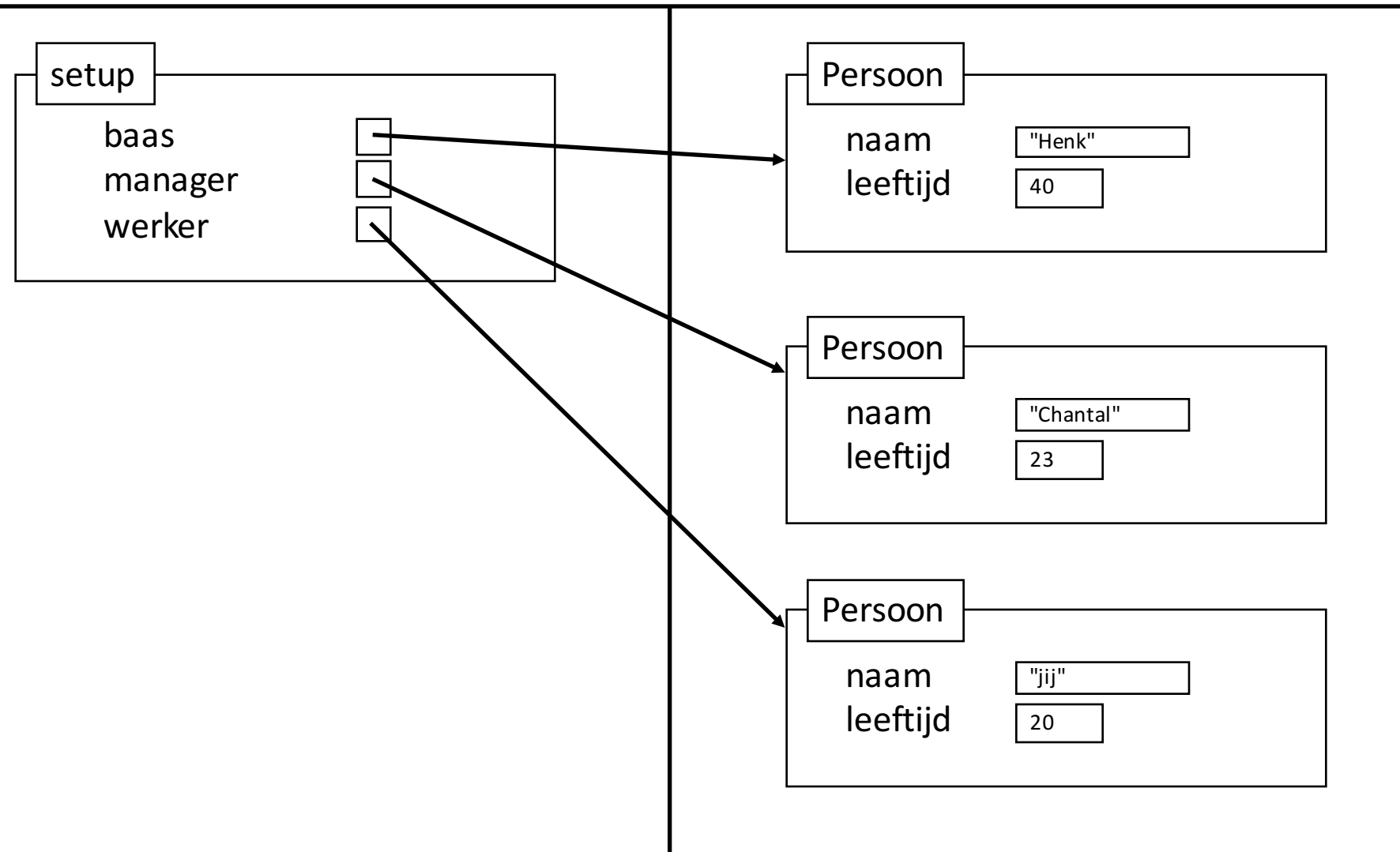


1

Stack

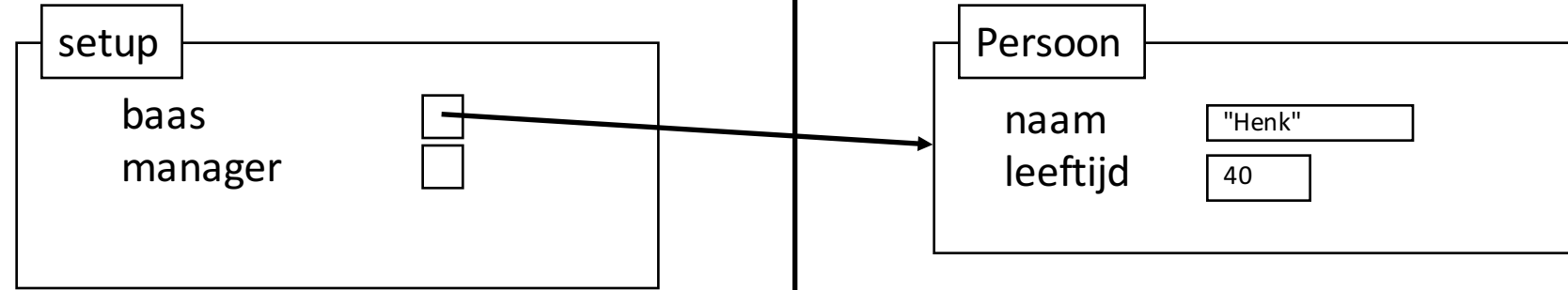
Heap



2

Stack

Heap



3

Stack

Heap

