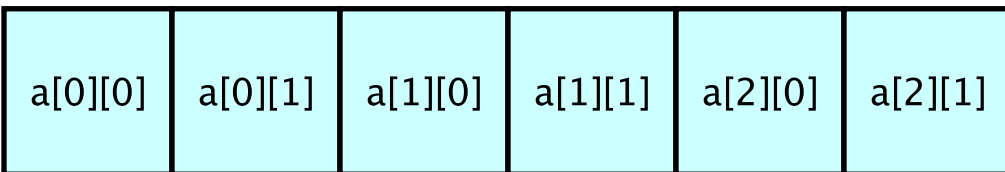


int a[3][2], memory layout



lliffe vector: int *a[3], memory layout

