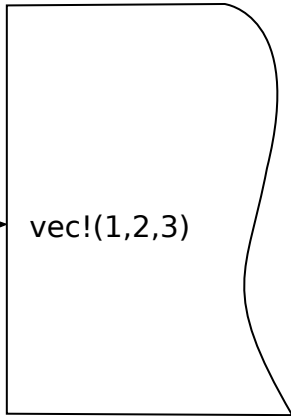
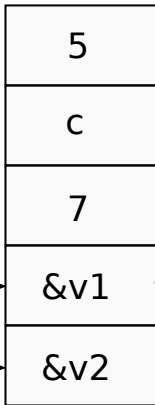


Stack

Heap



```
let v1 = vec!(1,2,3);
```

byte copy

```
let v2 = v1;
```