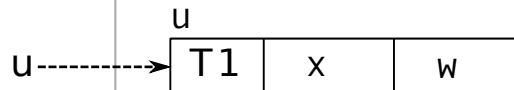


guard(u , T1)

Bindings

Static Heap



Dynamic Heap

