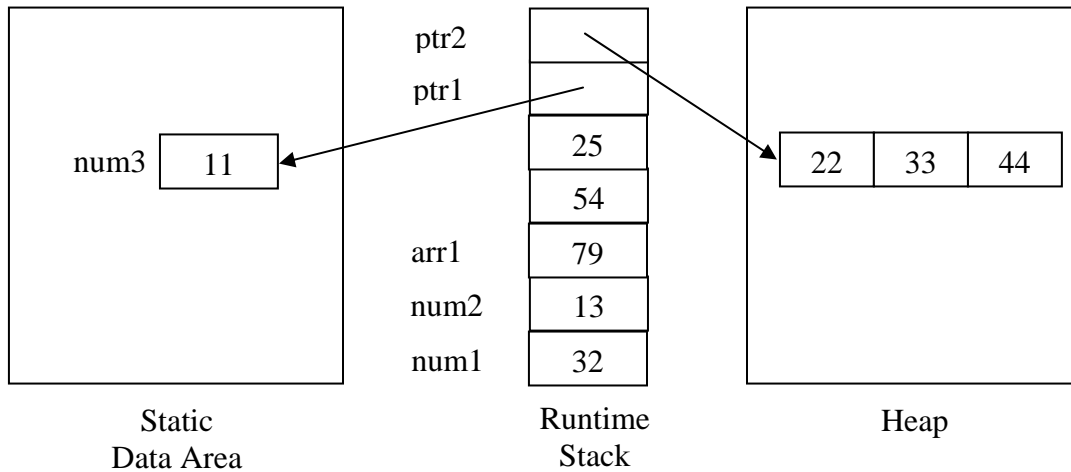


Consider the program below. Draw a diagram depicting the contents of the program's static data area, runtime stack, and heap when the program's execution reaches `/* 1 */` (just after `DoThat` is entered). For example, your diagram might look like this:



```
class X {
    static int a;
};
int X::a = 1;

int b [3] = {2, 2, 2};

void main() {
    int c = 3;
    int d[3] = {4, 4, 4};
    int * e = DoThis();
    DoThat(c, d, e);
}

int * DoThis() {
    int * tmp = new int[3];
    for (int j=0; j < 3; ++j) {
        tmp[j] = 5;
    }
    return tmp;
}

void DoThat(int f, int * g, int * h) {
    /* 1 */
    return;
}
```