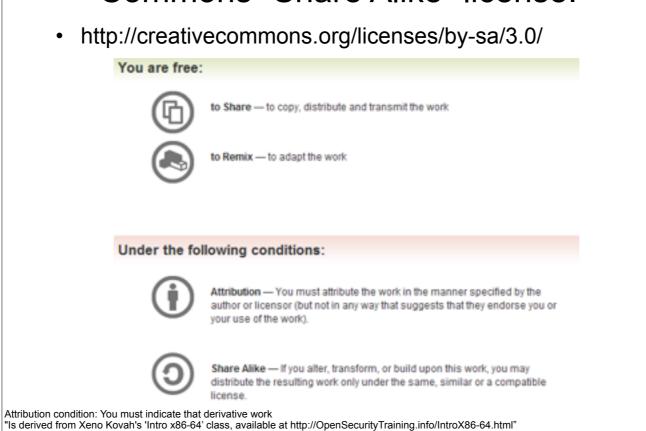
Introduction to Intel x86-64 Assembly, Architecture, Applications, & Alliteration

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SimpleCppClass.cpp Stack diagramming C++ classes

```
#include <stdio.h>
#include <string.h>
class Person {
protected:
   char name[24];
public:
   Person(char *_name) {
           memset(name, 0xCC, 24);
           strcpy(name, _name);
   virtual void work() {
       printf("%s awaits the heat death of the universe\n", name);
};
class Uber1337Haxor : public Person {
public:
   Uber1337Haxor(char *_name) : Person(_name) {}
   virtual void work() {
       printf("%s hax BIOS!\n", name);
};
void main(){
     Person Corey("Corey");
     Person TheDude("TheDude");
     Uber1337Haxor Xeno("Xeno");
     Corey.work();
     Xeno.work();
     TheDude.work():
```

Work it out

- What does the stack diagram look like when there are C++ objects present?
- Debugger has the answer!