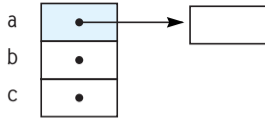
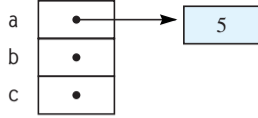


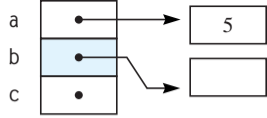
(a) Initial state.



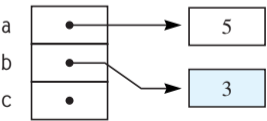
(b) `a = new int;`



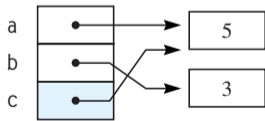
(c) `*a = 5;`



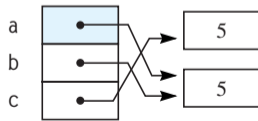
(d) `b = new int;`



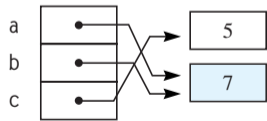
(e) `*b = 3`



(f) `c = a`



(g) `a = b;`



(h) `*a = 2 + *c;`