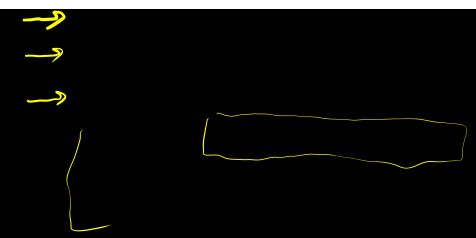
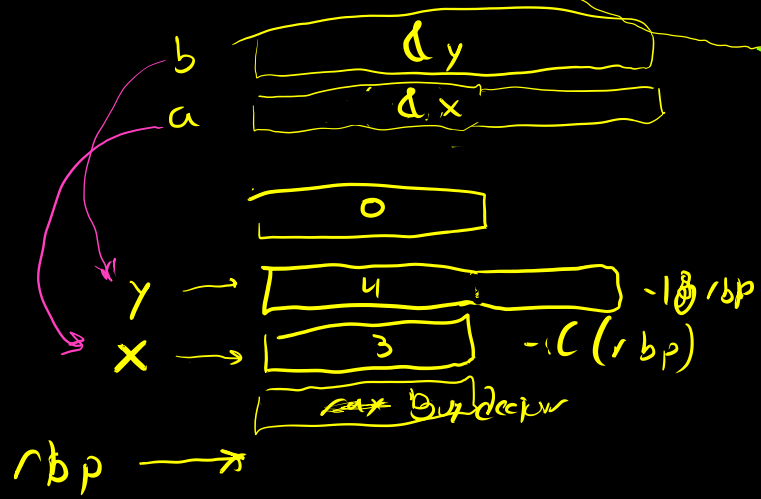


C Pointers

int *x

float **y

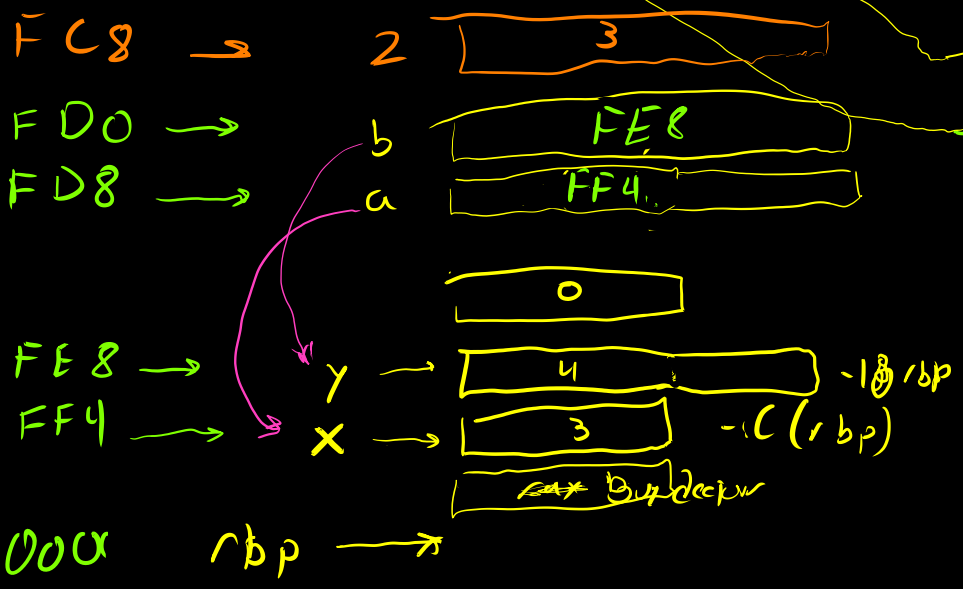
ASM
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