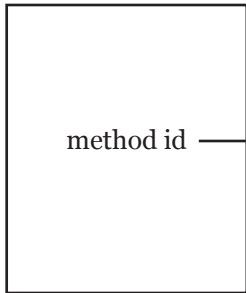
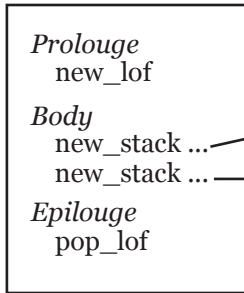


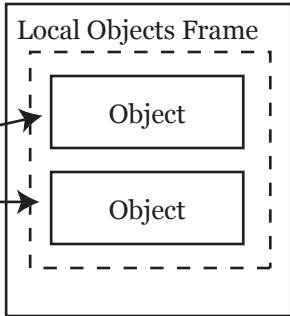
Stack



Method



Stackbased Object Allocator



method id

*Prolouge*  
new\_lof

*Body*  
new\_stack ...  
new\_stack ...

*Epilouge*  
pop\_lof

Local Objects Frame

Object

Object