

# Figures

---

Figure 2.1	Building a Program .....	6
Figure 10.1	Mapping a struct (Big-Endian Mode) .....	181
Figure 10.2	Mapping a struct (Little-Endian Mode) .....	181
Figure 10.3	Storage for an Instance of an Object of Class X .....	190
Figure 10.4	Layout of an Instance of Class D .....	191
Figure 10.5	Object Layout for an Instance of Class D .....	193
Figure 11.1	Standard Stack Frame .....	197

