**POINTER IDENTIFICATION IN RTUPLE**

1. **OBJECT HEADERS**
   - Diagram of object header structure

2. **ROOT STACK**
   - Diagram of root stack structure

   - Stack diagram with variables:
     - `SP` (Stack Pointer)
     - `P` (Register)

   - Code snippet:
     ```
     (let p (# 1 2) 
       (: 0 p))
     ```

   - Additional note:
     - `P CAN GO IN REGISTER`

   - More code snippet:
     ```
     (let p (# 1 2) 
       (let q (# 3 4) 
         (let 0 p)))
     ```

   - Annotation: `MUST GO ROOT STACK`
EVENING TEST DEBUT WITH

HEAP SIZE OF 8