Go Memory usage

```go
package main

import (
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type Employee struct {
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}
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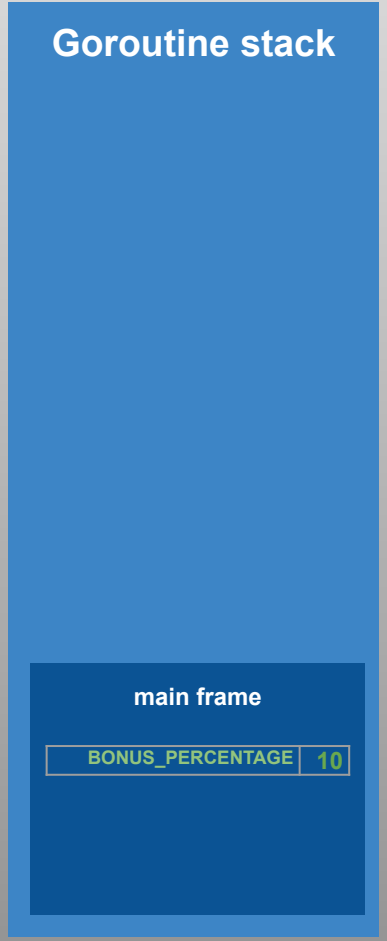

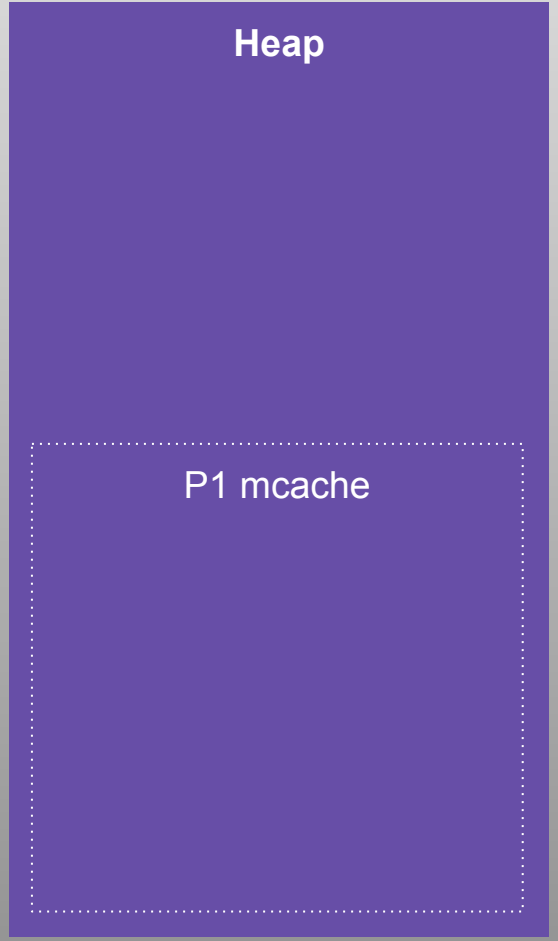

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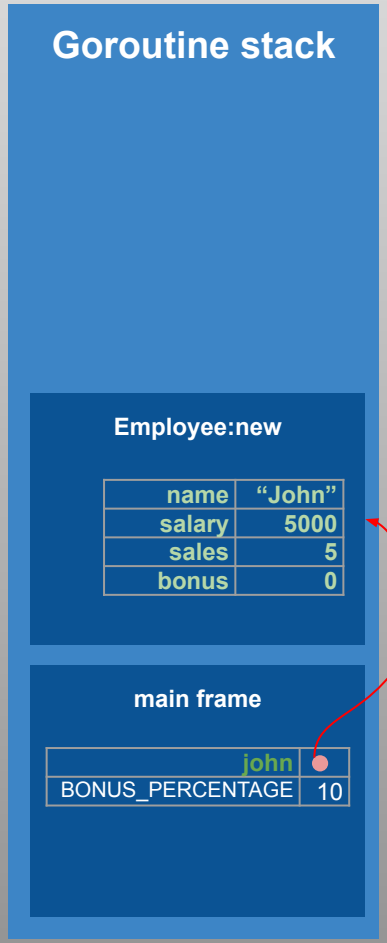

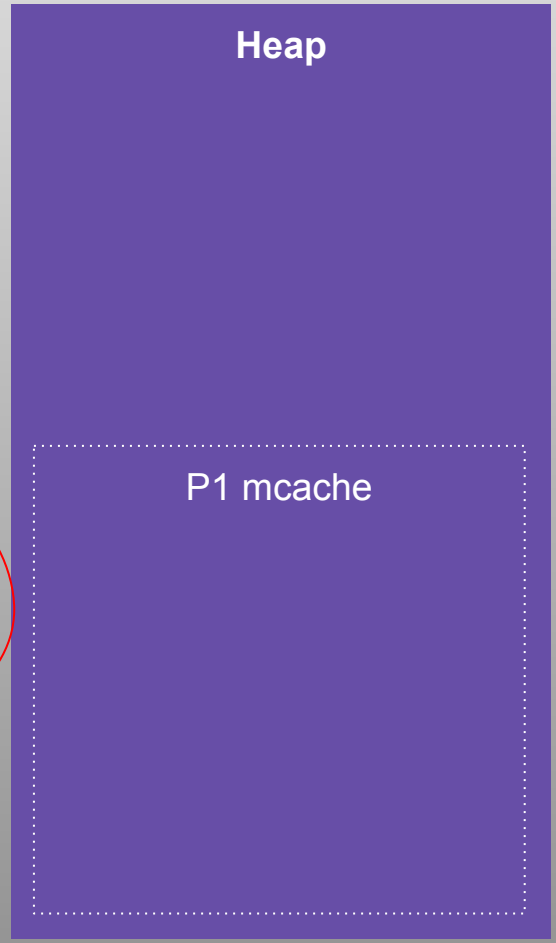

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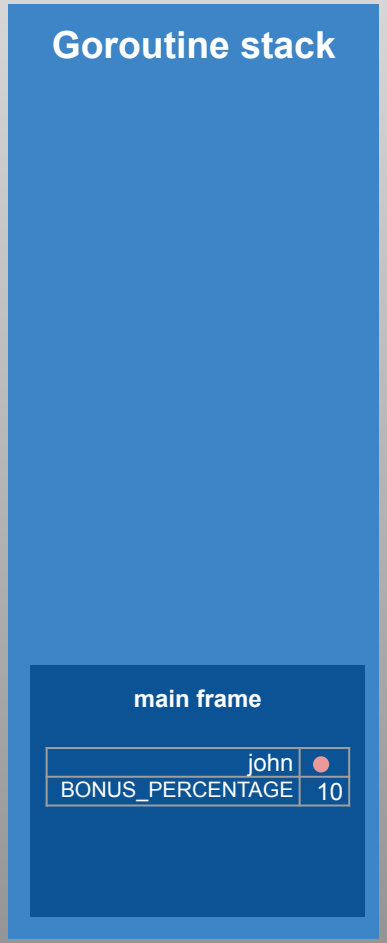

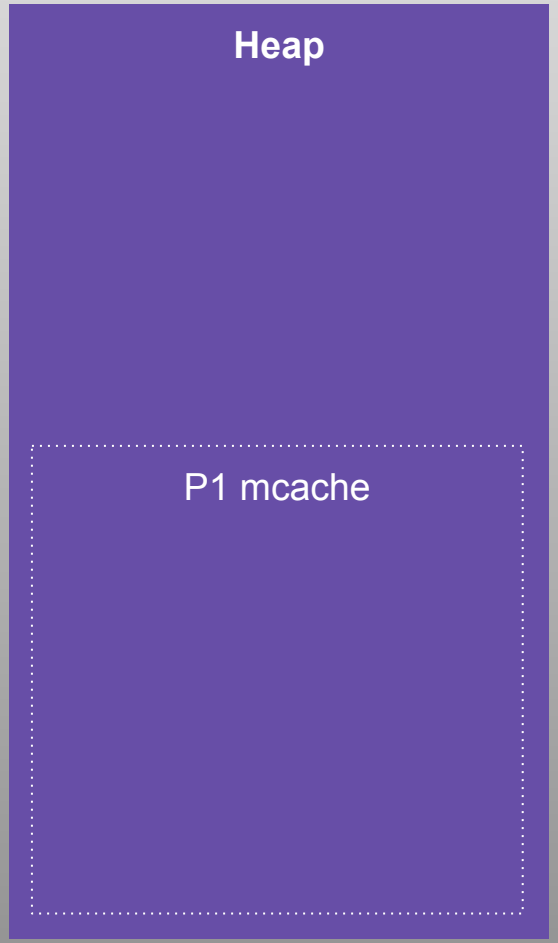

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}
```

Goroutine stack

findEmployeeBonus

salary	5000
noOfSales	5

main frame

john	●
BONUS_PERCENTAGE	10

Heap

P1 mcache

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}
```

Goroutine stack

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	0

main frame

john	●
BONUS_PERCENTAGE	10

Heap

P1 mcache

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}
```

Goroutine stack

getBonusPercentage

salary	5000

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	0

main frame

john	●
BONUS_PERCENTAGE	10

Heap

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}
```

Goroutine stack

getBonusPercentage

salary	5000
percentage	500

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	0

main frame

john	●
BONUS_PERCENTAGE	10

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Goroutine stack

getBonusPercentage

salary	5000
percentage	500
return	500

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	0

main frame

john	●
BONUS_PERCENTAGE	10

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P1 mcache

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Goroutine stack

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500

main frame

john	●
BONUS_PERCENTAGE	10

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```

Goroutine stack

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	2500

main frame

john	●
BONUS_PERCENTAGE	10

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P1 mcache

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Goroutine stack

findEmployeeBonus

salary	5000
noOfSales	5
bonusPercentage	500
bonus	2500
return	2500

main frame

john	●
BONUS_PERCENTAGE	10

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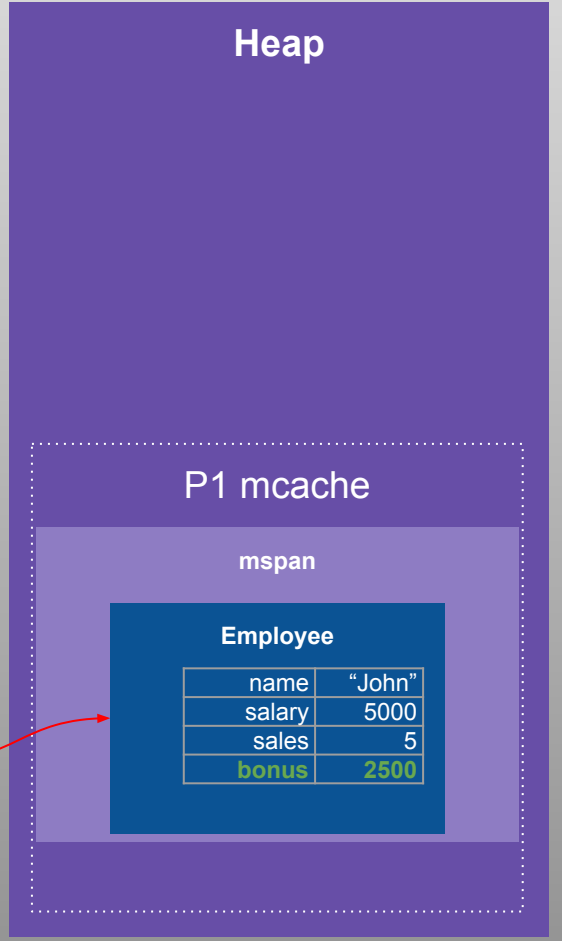

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