Pointers and dynamic memory #include<stdio.h> int total; Applications int Square(int x) memory return x*x; int SquareOfSum(int x,int y) Heap int z = Square(x+y); function calls return z; local variables int main() global Static/Global int a = 4, b = 8; Instructions Code (Text) total = SquareOfSum(a,b); printf("output = %d",total); #include<stdio.h> Stack int total; Applications int Square(int x) memory return x*x; // x2 int SquareOfSum(int x,int y) Heap 59(1) int z = Square(x+y);0 return z; // (*+y)2 Stack SOS() int main() X, 8, Z Static/Global] Stack-frame maine int a = 4, b = 8; total = SquareOfSum(a,b); Code (Text) printf("output = %d",total); Global } total #include<stdio.h> Fistack (1 MB) int total; Applications int Square(int x) memory E() return x*x; // z2 Stackoverflow DCI int SquareOfSum(int x,int y) int z = Square(x+y); return z; // (2+3)2 C() Stack 8() int main() Static/Global A() int a = 4, b = 8; Code (Text) total = SquareOfSum(a,b); printf("output = %d",total); GLOBAL } Stack Applications #include<stdio.h> memory #include<stdlib.h> Heap int main() int a; // goes on stack 20 400 int *p; 10 Stack 200 p = (int*)malloc(sizeof(int)); main() *p = 10;Static/Global p = (int*)malloc(sizeof(int)); Code (Text) *p = 20;Global