QUIZ 8

* **Question 1**

1 out of 1 points

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|  |  | | | |
|  | Dynamically allocated memory is stored on the \_\_\_\_\_\_\_\_\_\_\_. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct heap |  |  | | --- | |  | |  |  |  |

* **Question 2**

1 out of 1 points

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| --- | --- | --- | --- | --- |
|  |  | | | |
|  | The stack grows by increasing the SP every time something is saved (pushed) on it. |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct False | | Response Feedback: | The stack grows down from high addresses to low ones. | |  |  | |  |  |  |

* **Question 3**

1 out of 1 points

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| --- | --- | --- | --- | --- |
|  |  | | | |
|  | For the following C code, what is the minimum number of bytes that need to be stored on the stack for each call.  long long int silly\_recursion (long long int x) {     if (x > 0) {       return x + silly\_recursion(x>>1);     } else {       return 0;     }  } |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct 16 | |  |  | | Answer range +/- | 0 (16.0 - 16.0) | |  |  |  |

* **Question 4**

1 out of 1 points

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| --- | --- | --- | --- | --- |
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|  | For the code in the last problem, if the first call to the program is silly\_recursion(8) how many bytes total will be stored on the stack (assume no last call stack optimization in your assembly)? |  |  |  |
| |  |  | | --- | --- | | Selected Answer: | Correct 80 | |  |  | | Answer range +/- | 0 (80.0 - 80.0) | |  |  |  |

* **Question 5**

1 out of 1 points

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| --- | --- | --- | --- | --- |
|  |  | | | |
|  | For the code in problem 3, the two registers whose values must be stored on the stack are \_\_**[1]**\_\_ and \_\_\_**[2]**\_\_\_ . |  |  |  |
| |  |  | | --- | --- | | Specified Answer for: 1 | CorrectLR | | Specified Answer for: 2 | CorrectX0 | |  |  |  |