Memory Organisation Register file in processor, with 32 registers The program has access to a larger 2 1600 bytes Text (instrs) reserved for prog. 1+self Let's say prog has 400 instrs.

Each instr. takes 4 bytes the first set of variables are the global variables. (the very first vars you declare 64 u execute anything) The compiler knows all these global vars (the variables that are declared at the start).