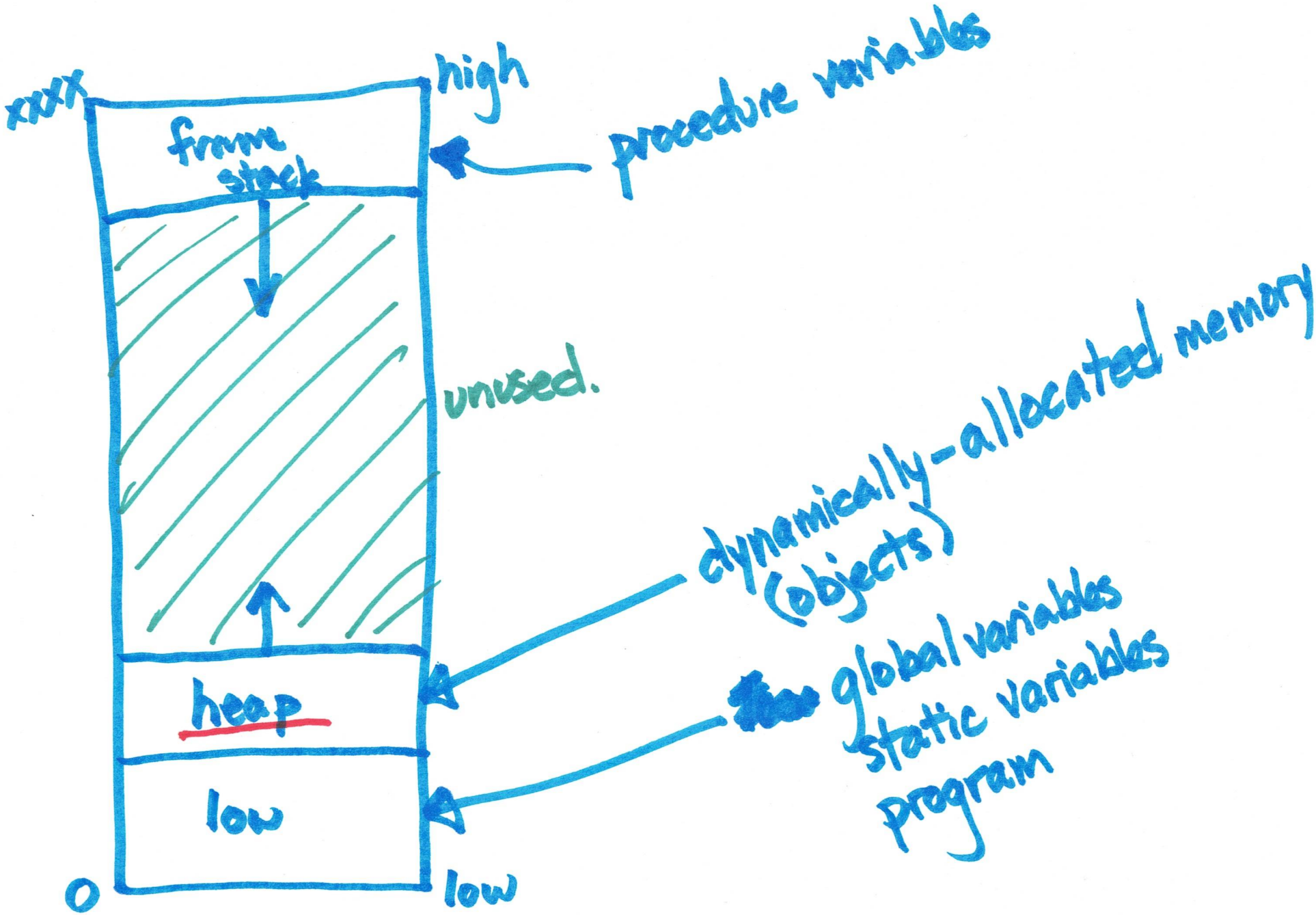
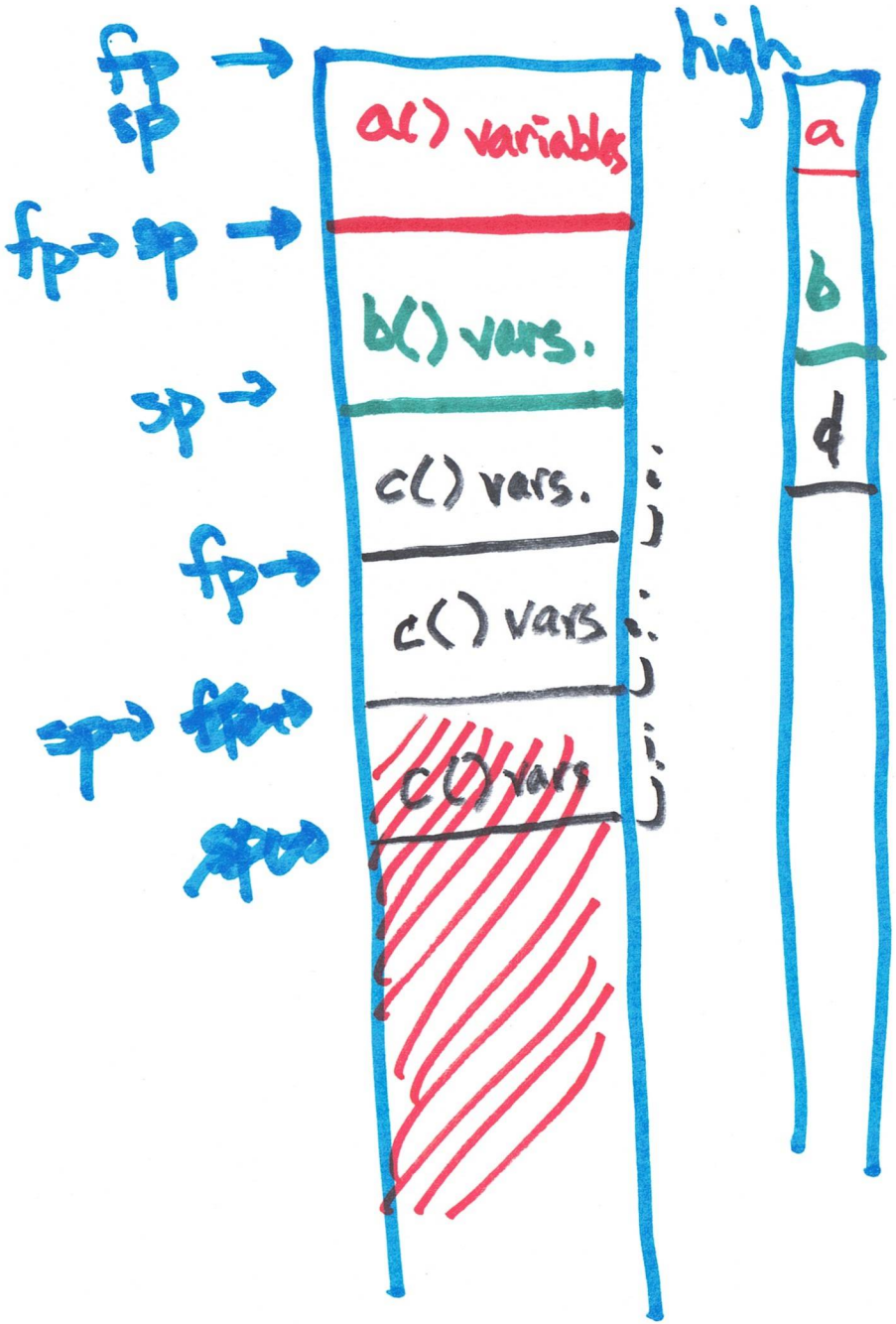
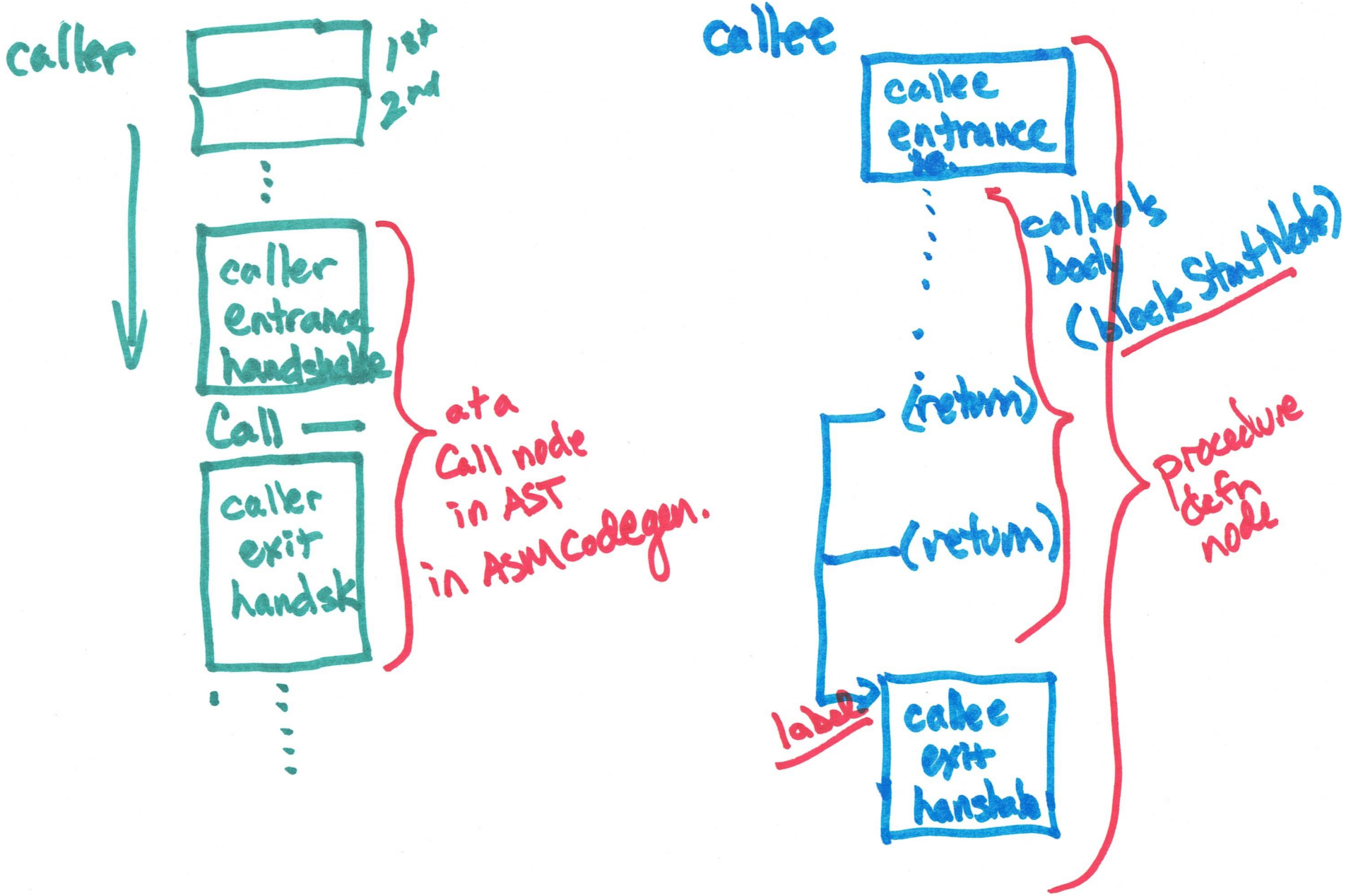

xxxx
high
frame stack
procedure variables
unused.
dynamically-allocated memory (objects)
heap
global variables
static variables
program
low
0
low

```
main {
  a();
}
a() {
  int x,y,z;
  ...
  b()
}
b() {
  int x,y;
  float a;
  c()
  d()
}
```

```
c(){
  vars.
  int i,j
  .
  .
  .
  if
    c()
  .
  .
  .
}
```

d()




caller
1st
2nd
caller entrance handshake
Call
caller exit handsk
at a Call node in AST in AsmCodegen.
callee
callee entrance
callee's body (BlockStmtNode)
(return)
(return)
Procedure defn node
label
callee exit handshak