

Monday	30	2	9	16	23
Tuesday	31	3	10	17	24
Wednesday	-	4	11	18	25
Thursday	-	5	12	19	26
Friday	-	6	13	20	27
Saturday	-	7	14	21	28
Sunday	1	8	15	22	29

04

Day 338-027 Wk-49

WEDNESDAY ◀▶

Assignment- 04

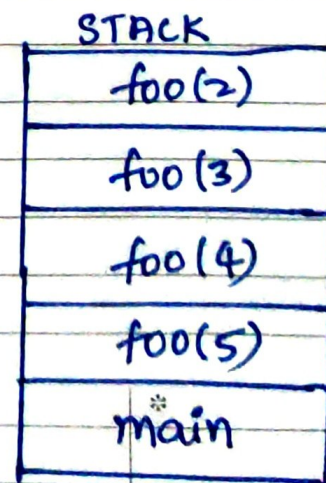
1Ans) Machines will give the same result if they have same ISA irrespective of the design. Machines will give different results in case of different ISA because of different understanding of binary instructions.

For eg:- destination register in simpleRISC ISA is at last whereas that in the toyRISC ISA is at first.

So different ISAs may give different results for same instructions.

2Ans) Calling a function adds an activation block down the stack. In case of a recursive function, calling it adds it down the stack while finishing the function removes it from the stack.

Here, first of all, the activation block of the main function will be added to the stack. Calling `foo(5)` also adds it to the stack. Being a recursive function, `foo(5)` first calls `foo(4)` which makes the count of the number of activation blocks in the stack to be 3. Similarly, `foo(4)` calls `foo(3)` and `foo(3)` calls `foo(2)` which makes the count to be 5. Now, `foo(2)` returns value 2 and is removed from the stack which makes the count to be 4. Likewise, when we go keep on track on the number of activation blocks in the stack, we find that the maximum no. of activation block in the stack, we find appearing in the stack is 5.



notes

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