Brandon London Galina project 5 11/13/2019

Code for Project 5:

```
#include<stdio.h>
#include<stdlib.h>
#define SIZE 1000
void f1()
{
 char arr[SIZE];
 static int n = 1;
 static long int addr;
 printf("Call #%d\t at %p \n",n,arr);
 printf("AR size #%d\t is %ld\n",n,addr-(long)(arr));
 n++;
 addr = (long)(arr);
 if(n<11)
       f1();
 else return;
}
void f2()
{
 char arr[SIZE];
```

```
static int n = 1;
  static long int addr;
  printf("Call #%d\t at %p \n",n,arr);
  printf("AR size #%d\t is %ld\n",n,addr-(long)(arr));
  printf("Stack Size\t#%d is %ld\n",n,n*addr);
  n++;
  addr = (long)(arr);
  f2();
}
void f3()
{
  char *arr = (char*) malloc(sizeof(char)*SIZE);
  static int n = 1;
  static long int addr;
  char c;
  printf("Call #%d\t at %p \n",n,(long)&c);
  printf("AR size #%d\t is %ld\n",n,addr-(long)&c);
  n++;
  addr = (long)&c;
  free(arr);
```

```
if(n<11)
    f3();
 else
    return;
}
int main()
{
 f1();
 // f2();
 // f3();
 return 0;
}
Output f1():
Call #1 at 0x7ffd0b4de600
AR size #1 is -140724793107968
Call #2 at 0x7ffd0b4de200
AR size #2
                is 1024
Call #3 at 0x7ffd0b4dde00
AR size #3
              is 1024
Call #4 at 0x7ffd0b4dda00
AR size #4
              is 1024
Call #5 at 0x7ffd0b4dd600
AR size #5
            is 1024
Call #6 at 0x7ffd0b4dd200
AR size #6
              is 1024
Call #7 at 0x7ffd0b4dce00
AR size #7
              is 1024
Call #8 at 0x7ffd0b4dca00
AR size #8
                is 1024
Call #9 at 0x7ffd0b4dc600
AR size #9
             is 1024
Call #10
                 at 0x7ffd0b4dc200
               is 1024
AR size #10
[bc15zb@delmar 4250]$
Output f2():
```

Stack Size #8168 is 1149516748271967104 at 0x7fff3a8f0430 is 1024 Call #8169 AR size #8169 #8169 is 1149657482439443376 Stack Size Call #8170 at 0x7fff3a8f0030 is 1024 AR size #8170 Stack Size #8170 is 1149798216606917600 Call #8171 at 0x7fff3a8efc30 AR size #8171 is 1024 Stack Size #8171 is 1149938950774389776 Call #8172 at 0x7fff3a8ef830 AR size #8172 is 1024 Stack Size #8172 is 1150079684941859904 Call #8173 at 0x7fff3a8ef430 is 1024 AR size #8173 Stack Size #8173 is 1150220419109327984 Call #8174 at 0x7fff3a8ef030 AR size #8174 is 1024 Stack Size #8174 is 1150361153276794016 Call #8175 at 0x7fff3a8eec30 AR size #8175 is 1024 #8175 is 1150501887444258000 Stack Size Call #8176 at 0x7fff3a8ee830 AR size #8176 is 1024 #8176 is 1150642621611719936 Stack Size Call #8177 at 0x7fff3a8ee430 AR size #8177 is 1024 #8177 is 1150783355779179824 Stack Size Call #8178 at 0x7fff3a8ee030 is 1024 AR size #8178 Stack Size #8178 is 1150924089946637664 Call #8179 at 0x7fff3a8edc30 AR size #8179 is 1024 Stack Size #8179 is 1151064824114093456 Call #8180 at 0x7fff3a8ed830 AR size #8180 is 1024 Stack Size #8180 is 1151205558281547200 Segmentation fault

Output f3():

Call #1 at 0x7ffe5c064cf7
AR size #1 is -140730442337527
Call #2 at 0x7ffe5c064cd7 AR size #2 is 32 Call #3 at 0x7ffe5c064cb7 AR size #3 is 32 Call #4 at 0x7ffe5c064c97 AR size #4 is 32 Call #5 at 0x7ffe5c064c77 is 32 AR size #5 Call #6 at 0x7ffe5c064c57 AR size #6 is 32 Call #7 at 0x7ffe5c064c37 AR size #7 is 32 Call #8 at 0x7ffe5c064c17 AR size #8 is 32 Call #9 at 0x7ffe5c064bf7 AR size #9 is 32 at 0x7ffe5c064bd7 Call #10 AR size #10 is 32 [bc15zb@delmar 4250]\$