HW2.3. Memory Alpha Model

Consider the following code:

```c
#define SPOCK 1701
int KIRK = 1701;
int sulu(int scotty) {
    return scotty * scotty;
}
int main(int argc, char *argv[])  {
    int *chekov = malloc(sizeof(int) * 1701);
    if (chekov) free(chekov);
    sulu(SPOCK); // ← snapshot just before it returns
    return 0;
}
```

For each of the following symbols, choose what section of memory it would live in.

Q1.1: sulu
- ○ (a) stack
- ○ (b) heap
- ○ (c) static/data
- ○ (d) code

Q1.2: chekov
- ○ (a) stack
- ○ (b) heap
- ○ (c) static/data
- ○ (d) code

Q1.3: *chekov
- ○ (a) stack
- ○ (b) heap
- ○ (c) static/data
- ○ (d) code

Q1.4: KIRK
- ○ (a) stack
- ○ (b) heap
- ○ (c) static/data
- ○ (d) code

Q1.5: scotty
- ○ (a) stack
- ○ (b) heap
- ○ (c) static/data
- ○ (d) code

Q1.6: On the line sulu(SPOCK);, where is SPOCK located?
- ○ (a) stack
- ○ (b) heap
- ○ (c) static/data
- ○ (d) code

Save & Grade *20 attempts left*   **Save only**   *Additional attempts available with new variants* ⊘