

Exercise 2

- a. Load time – memory addresses are bound at load time
- b. Language definition time – the while keyword is determined when the language is created
- c. Language implementation time – different versions of the same language could have varying sizes of memory for int variables
- d. Load time – memory addresses are bound at load time
- e. Link time – The linker finds the definitions of library functions
- f. Compile time – “in statically typed languages like C, the types of all variables are bound at compile time”
- g. Run time – the values of variables can change throughout the life of the program
- h. Compile time – each reference to a variable is bound to the matching definition at compile time

Exercise 4

- a. Load gross,r1
Load costs,r2
Sub r1,r2,r3
Store r3,net
- b. Load length,r1
Load width,r2
Mul r1,r2,r3
Load height r2
Mul r2,r3,r1
Store r1,volume
- c. Load x,r1
Mul r1,r1,r2
Mul r1,r2,r3
Store r3,cube
- d. Load a,r1
Load abase,r2
Sub r1, r2, r1
Load b,r2
Load bbase,r3
Sub r2,r3,r2
Mul r1,r2,r1
Load c,r2
Load cbase,r3
Sub r2,r3,r2
Mul r1,r2,r3
Store r3,final

Canvas Problem

- 1. Link time
- 2. Run time
- 3. Language implementation time

4. Load time