Exercise 2

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

Exercise 4

1. Load gross,r1

Load costs,r2

Sub r1,r2,r3

Store r3,net

1. Load length,r1

Load width,r2

Mul r1,r2,r3

Load height r2

Mul r2,r3,r1

Store r1,volume

1. Load x,r1

Mul r1,r1,r2

Mul r1,r2,r3

Store r3,cube

1. 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