#include<stdio.h>  
int recurse(int i)  
{  
 if(i==0)  
 return 0;  
 else  
 recurse(i-1);  
}  
int main()  
{  
 int i = 8;  
 recurse(i);  
}

1. Find out the address of the location where local variable i is stored when i = 5.
2. How many bytes are allocated to local variables in the stack.
3. Find the register where the return value is stored and find out the location (memory) where return value of function when i=4 is stored before returning to the previous call.
4. Change the code so that the system allocates more memory in each frame (atleast 40 bytes) and find out the starting address location of this additional memory.

Note: Command to check content of current stack frame

info frame

<https://web.mit.edu/gnu/doc/html/gdb_8.html>

Use ni for going to a next instruction

Use b with address \*address to go to a location