##Consider AM18, AM19, and AF1. Explain why gv ends up with the incremented value, but m does not.

m is never incremented, function fun() copies the value of m to param and increments param. gv is incremented directly.

##Pointer cp is a character pointer that points to a sequence of bytes. What is the size of the cp pointer itself?

32 bits, for example 0xA0003FE4

##Explain how a C string is laid out in memory. Why does the character string that cp points to have to be 9 bytes?

Because it consists of 8 characters + a null terminator which totals to 9 bytes.

##Which addresses have fun and main? Which sections are they located in? What kind of memory are they stored in? What is the meaning of the data that these symbols points to?

Addresses in the "Program Flash" section. The data is the binary machine code of the functions.