# FND 5

## The diagram of zero and main

| Frame | Variable | Address | Value |
|-------|----------|---------|-------|
|       |          |         |       |
| zero  | pi       | 000000000062FE1C | 0 |
|       |          |         |       |
| main  | pi       | 000000000062FE1C | 3 |

## Swap.c after fix

```c
// swap.c
/*
 */
#include <stdio.h>
#include <stdlib.h>
void swap(int* i, int* j);

int main(int argc, char* argv[]) {
    int i = 10;
    int j = 99;
    printf("i = %d; j = %d\n", i, j);
    swap(&i,&j);
    printf("i = %d; j = %d\n", i, j);
    return EXIT_SUCCESS;
}
void swap(int* i, int* j) {
    int swap;
    swap = *i;
    *i = *j;
    *j = swap;
}
```

## Myutils.c source code

```c
1    #include "myutils.h"
2    int min(int a, int b)
3    {
4        if (a < b)
5        {
6            return a;
7        }
8        else
9        {
10           return b;
11       }
12   }
13
14   int main()
15   {
16       int a = 4;
17       int b = 10;
18       printf("The smaller of a = %d and b = %d is: %d ", a, b, min(a,b));
19   }
20
```