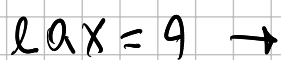


```
struct t1{
    char x;
    int y;
    char z;
};

void main(void){
    struct t1 A={1,2,3};
    printf("%d",incSumT(A));
    return 0;
}

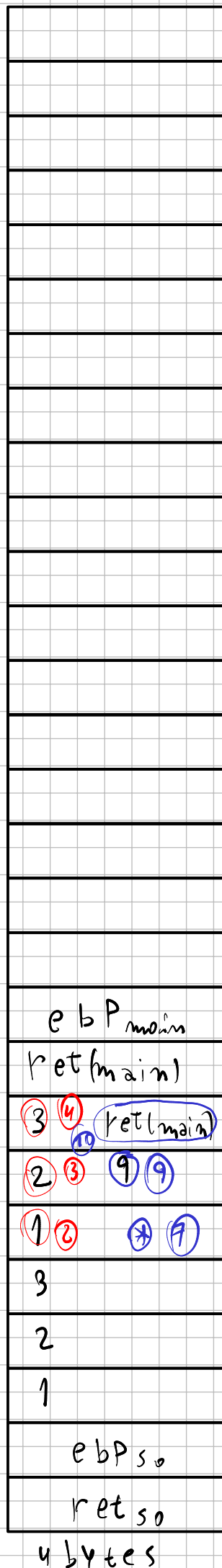
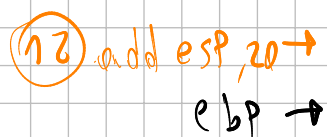
int incSumT(struct t1 W){
    static struct t1 B={1,1,1};
    return W.x+B.x+
           W.y+B.y+
           W.z*B.y;
}
```



→ Se Reserva en un otro segment variable B



⊛ Punkte a "1. d"



```

10 call printf
6 ret
9 push edi
3 push ecx
2 push ebx
4 push eax
1 sub esp, 12
7 endof
8 push eax
9 push edi

```

Registers

4 (13) Pop ebp
4 (14) ret