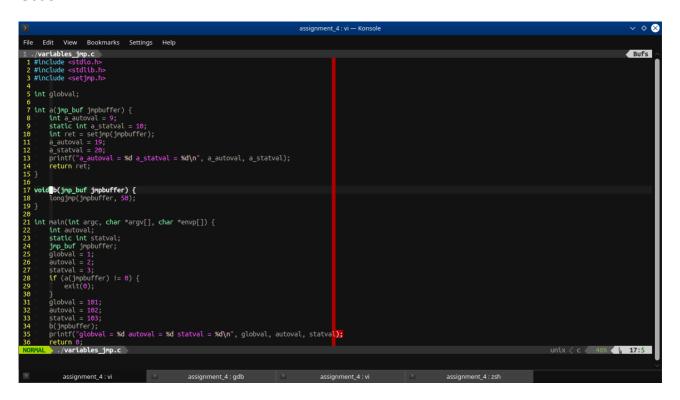
Assignment 4

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1. Write a program to include different types of variables to demonstrate the behaviour of setjmp/longjmp. Describe your observation and understanding.

Code-



Compiled without optimization- in this case, global, automatic and static variables are all stored in memory and they have values stored in them as they were at the time of longjmp. (**Doubt-** why does the problem that occurs while compiling using optimization as described below not get reflected in this case?)

Output-

Compiled with optimization- in this case, global and static variables stay in memory but automatic variables go to registers and they get restored to their previous values when setjmp was called, in contrast to those in memory which will have values as of the time of longjmp.

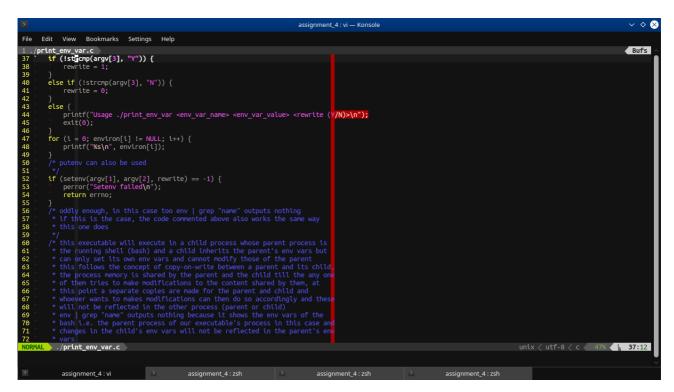
But here, a segmentation fault occurs. The reason being one can only longjmp() back up the stack. In this code, longjmp() is done in b() and setjmp() is in a() which is down the stack from main(). Hence, the stack frame referenced by jmpbuffer no longer exists after the longjmp() call is made due to which the debugger output after the return function of a() post longjmp() states cannot find bounds of current function. According to longjmp() documentation, the routine may not be called after the routine which called the setjmp() routine returns. This includes returning through a longjmp() out of the function. Also, the local automatic variable's value in a() does not get restored to the previous value in spite of optimized compilation since the stack frame of a() no longer exists.

Output-

2. Print all existing environment variables with their values. Later input a new variable and its value and add to the environment list. Once again print the list.

Code-

```
| Second | S
```



```
| Second Second
```

Output-

