HW8
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Q1: Static allocation means: compiler has to decide size for function calls. In recursion, Compiler cannot decide as depth of recursion depends on recursion parameter which may be an input from us also!

Q2: main function is beginning function, At line 8, enter addAll function, after line 8, line 2-4 is in the deepest!

Q3: It is possible not to ~~#~~fp!
Stack pointer(SP) points to the next available stack address, which will be used for either pushing data or store a return address. The SP change while the called function is executing!
The FP is ~~to be~~ guaranteed to have same value throughout the execute of the function. The FP is set to a fixed value with the stack frame. If donot ~~#~~ use FP, SP will cost too much time to push or pop ~~&~~ stacks!

Q4 ① ~~#~~ Indirect recursion

② more than 100 local variables!

```
int fun1(  ){
urn fun2();
}
 fun2(){
turn fun3();
}
 fun3(){
turn fun1();
}
```

② int fun1(){
int a,b,c ... z;
int a1,b1,c1 ... z1;
int aa,bb,cc, ... zz;
} >100
}