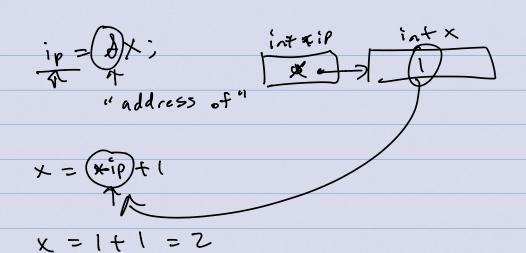
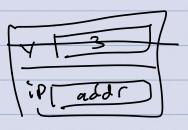
Data in C.		
1. Global data (statically allocated)		
1. Global data (statically allocated)  2. Stach allocated data (dynamically allocated)		
allocated)		
3. Ucap dute (dynamically allocated)		
may land / free ()		
globel struct node-st &		
· \ ./ ~	cha	c Rume (32) ?
double z;	7' in	riaj
char name [32]		1 STACH
struct mode_st node	5	* ) 2 nane
int foo (int x) 2	J	X)Znone Fro
double 2;		
char name [32]:		Globel
struct node_st node	J	4,2 more
ን		node
		CODE
int *ip; (int*)if	, }, _	
Char & cp.	[	STLER
druble * dp;		32 67
Struct node-st xp;		U bytes





struct node-st [node], struct node-st \* M;

np = & node; np > id = 99; (\*np) id = 99;

Scanning
tokens ::= (symbols) *
Symbol := 't' [ '-'   '*' ] '/
TK-PLUS TK-MINUS TK-PLUS
"(+)"(+)"(+)"(+)"(+)"(+)"(+)"(+)"(+)"(+)
Tynore
2(,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
ろ6 × 4096 = 1+2
· · · · · · · · · · · · · · · · · · ·
TIHZ X
· pt
gnu en
Two thomas
ignore white SVCCC
integers
t, uo u ,