Davis Adams

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Data Structures and Algorithms

PDC- Reading Week 4 Systems

1. Base + (r \* c) \* 2
2. Break main
3. Run
4. It executes the next line
5. Print val
6. X (memory location)
7. Print $(register)
8. Valgrind helps the programmer find the type of error and where it’s at in the program. Helps to find errors where the program tries to write out of bounds of the allocated memory.
9. 6 registers
10. It will push a copy of value S to the top of the stack.
11. The base pointer, points to the base of the current stack frame.
12. Still trying to digest the reading. I will probably have more questions once I’ve read it a couple times.