PRACTICAL:9

AIM: Write a code for register allocation.

Code:

```
#include <stdio.h>
 void register_args(int, long, long, int, int *, long *,
            register int, register char *);
 int main(void)
 {
    int a1 = 10, d4 = 20, e7 = 30;
    int *pi5 = &a1;
    long b2 = 40, c3 = 50;
    long *pl6 = &b2;
    char f9 = 'A';
    char *pc8 = &f9;

    register_args(a1, b2, c3, d4, pi5, pl6, e7, pc8);
    return 0;
 }

 void register_args(int a1, long b2, long c3, int d4, int *pi5,
    long *pl6, register int e7, register char *pc8)
 {
    /* do here manipulations */
    e7 += 1;
    *pc8 = 'B';
```

```
}
```