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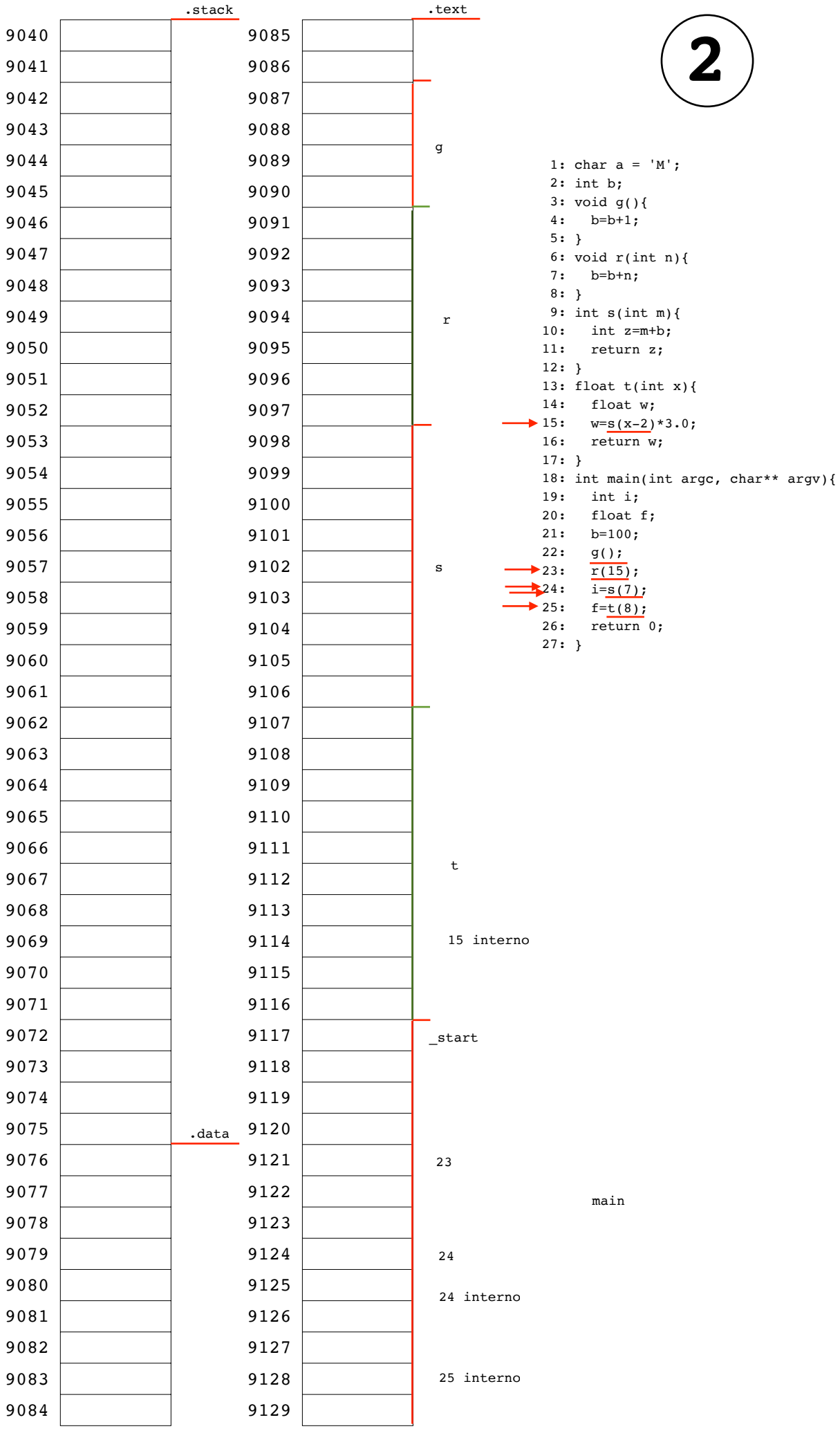
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main
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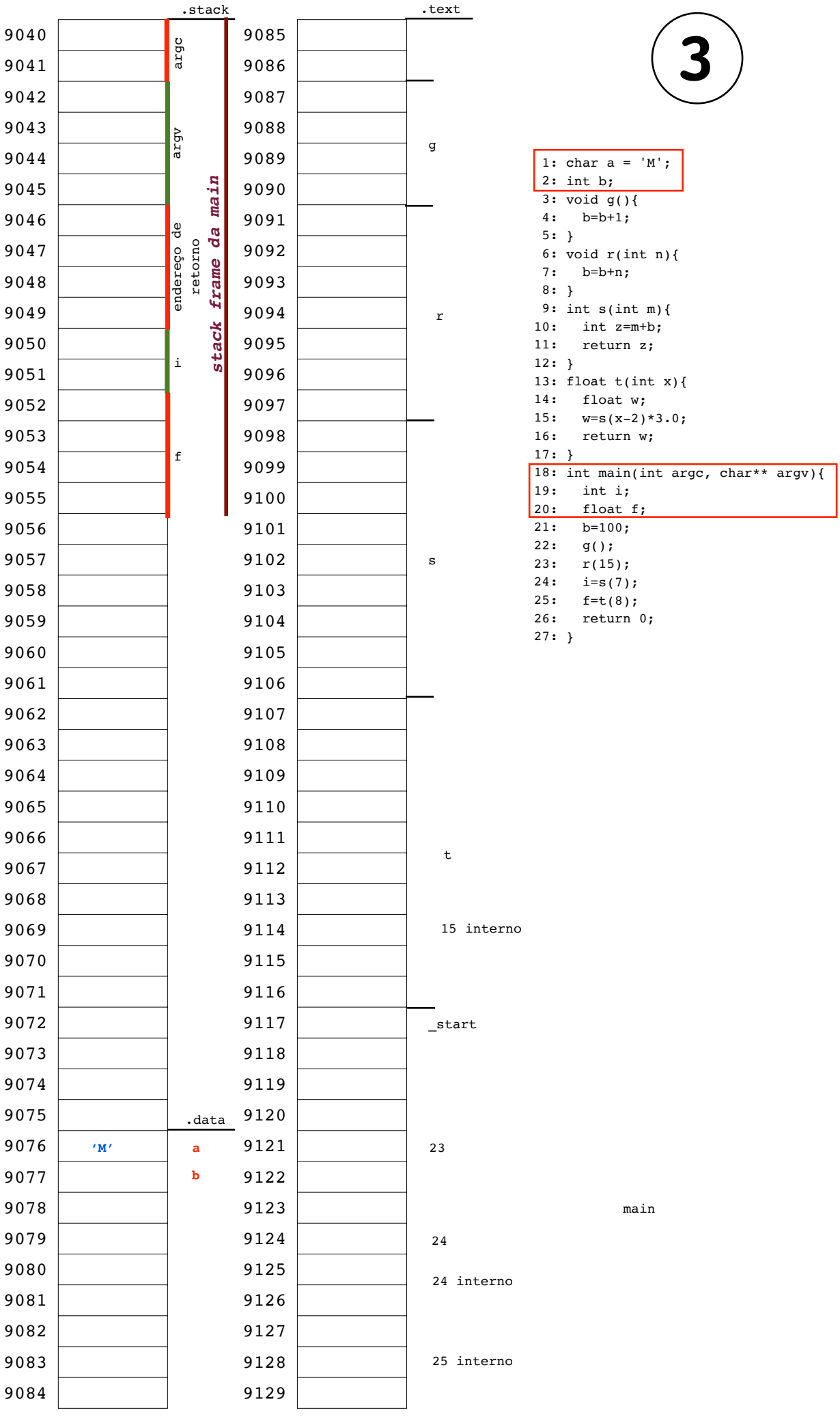
24 interno
25 interno
2
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
10: int z=m+b;
11: return z;
12: }
13: float t(int x){
14: float w;
15: w=s(x-2)*3.0;
16: return w;
17: }
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }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argc
argv
endereço de retorno
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stack frame da main
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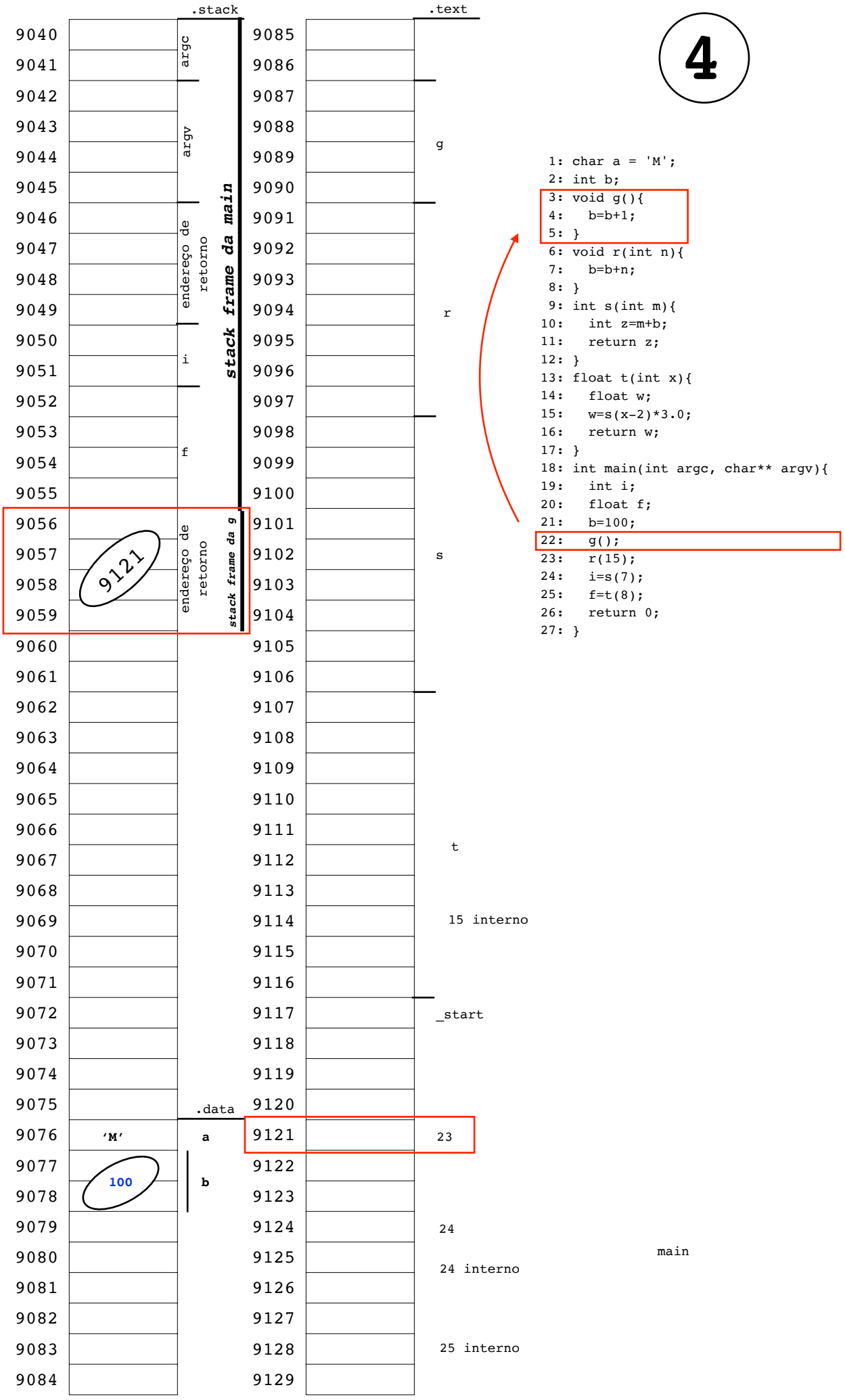
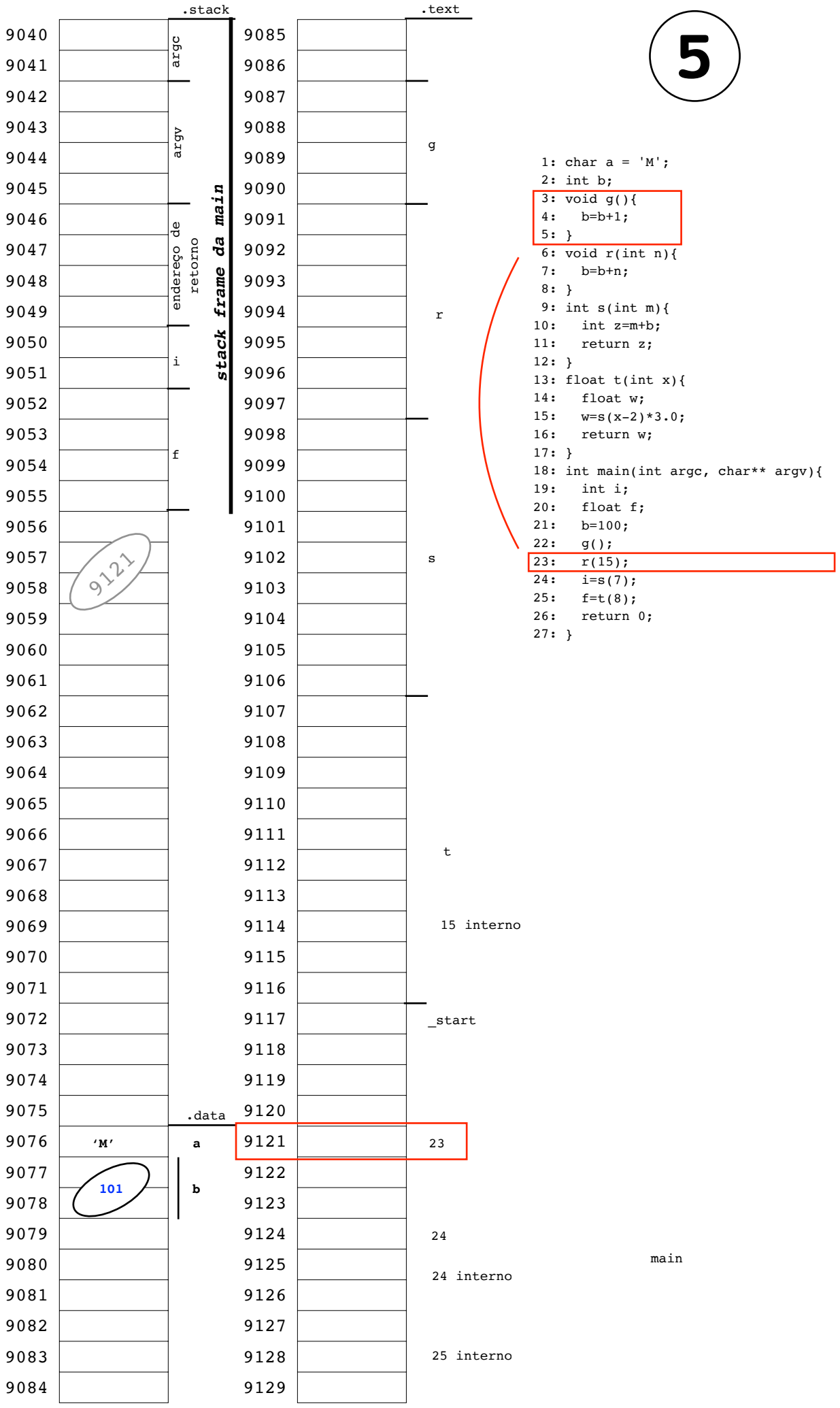
'M'
a
b
g
r
s
t
15 interno
_start
23
main
24
24 interno
25 interno
3
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
10: int z=m+b;
11: return z;
12: }
13: float t(int x){
14: float w;
15: w=s(x-2)*3.0;
16: return w;
17: }
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }


.stack
.text
4
argc
argv
endereço de retorno
i
f
endereço de retorno
stack frame da main
stack frame da g
9121
'M'
100
a
b
.data
g
r
s
t
15 interno
_start
23
24
24 interno
25 interno
main
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
10: int z=m+b;
11: return z;
12: }
13: float t(int x){
14: float w;
15: w=s(x-2)*3.0;
16: return w;
17: }
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }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15 interno
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main
24 interno
25 interno
24
.data
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'M'
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23
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
10: int z=m+b;
11: return z;
12: }
13: float t(int x){
14: float w;
15: w=s(x-2)*3.0;
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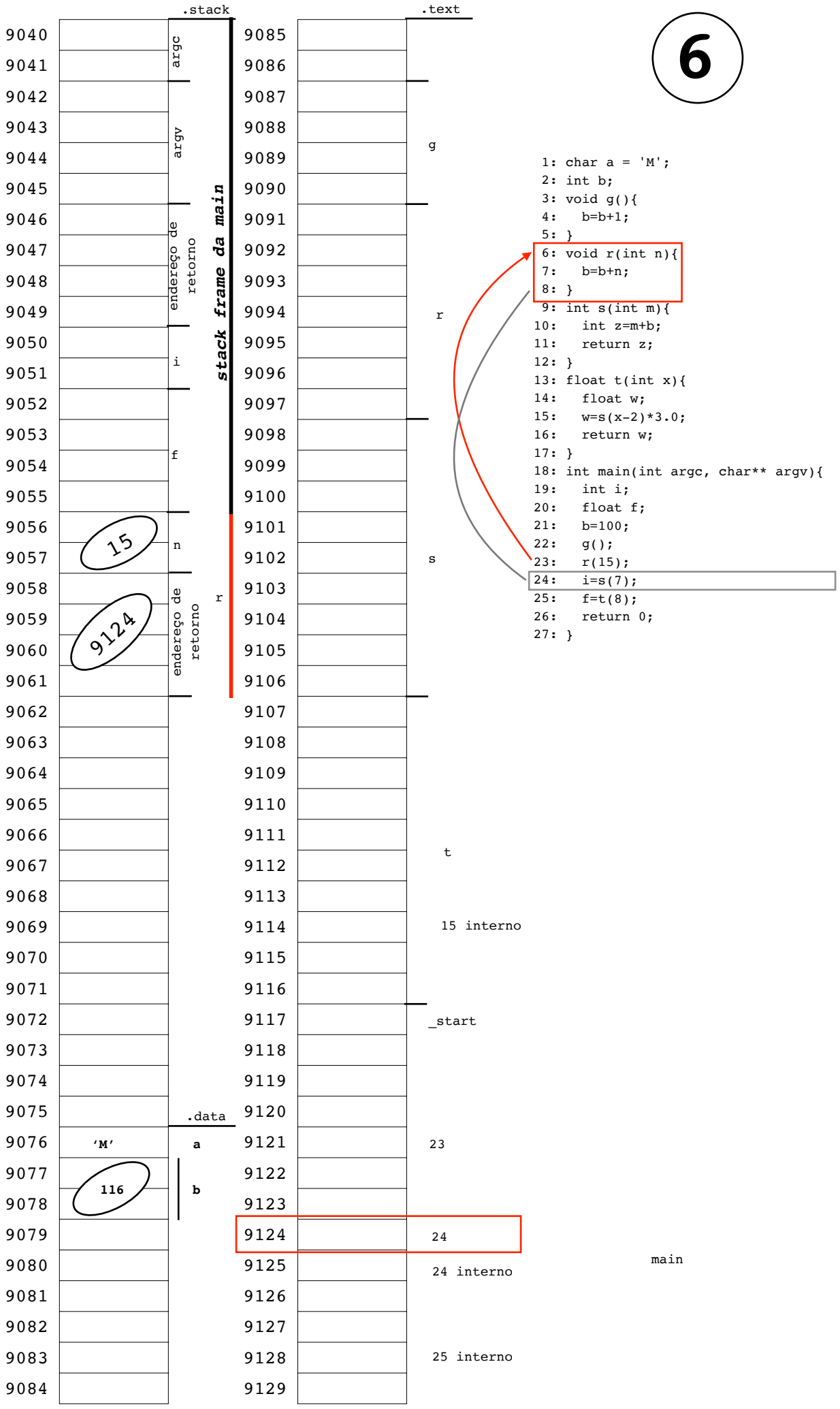
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }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.data
'M'
a
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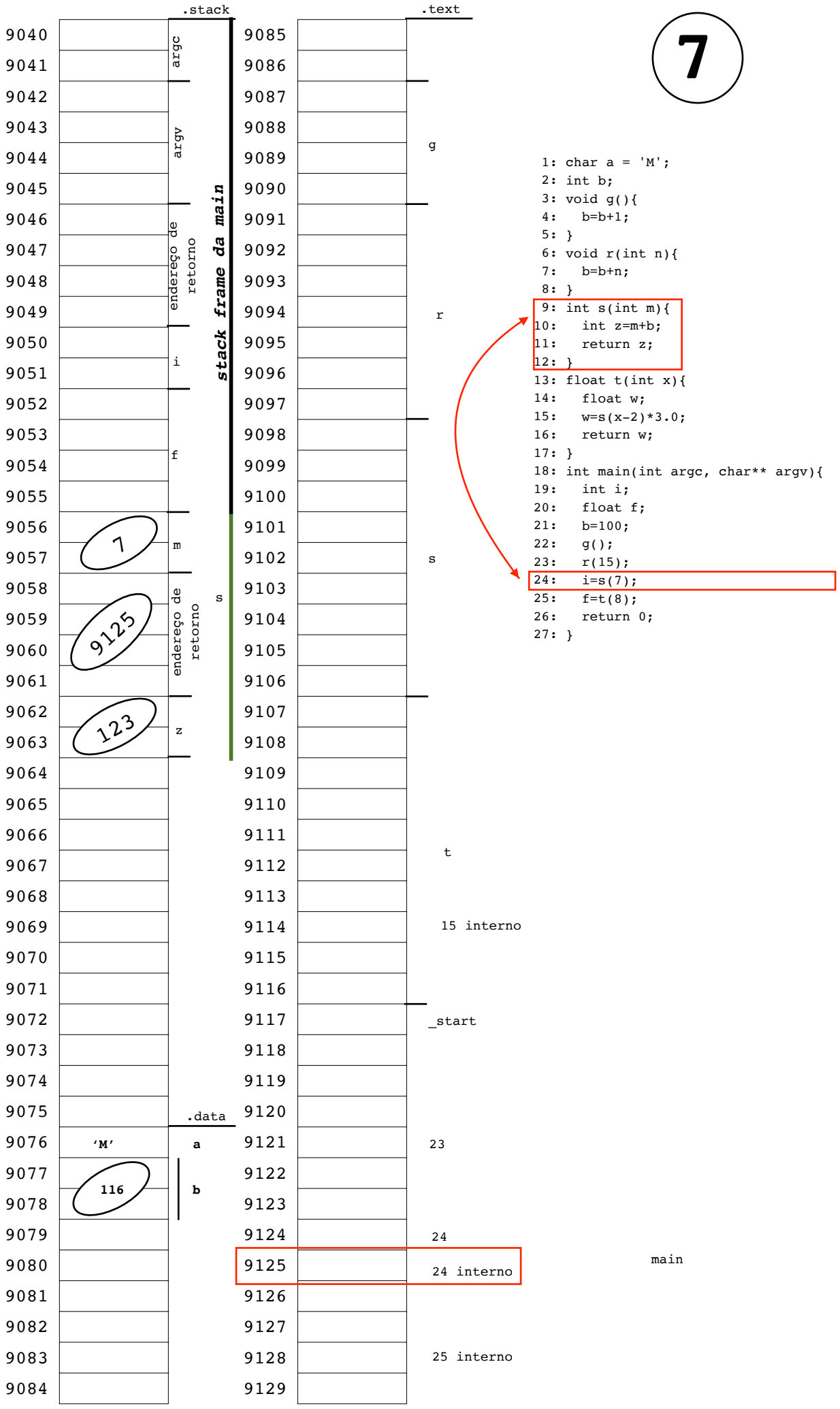
b
g
r
s
t
15 interno
_start
23
24
24 interno
25 interno
main
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
10: int z=m+b;
11: return z;
12: }
13: float t(int x){
14: float w;
15: w=s(x-2)*3.0;
16: return w;
17: }
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }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15 interno
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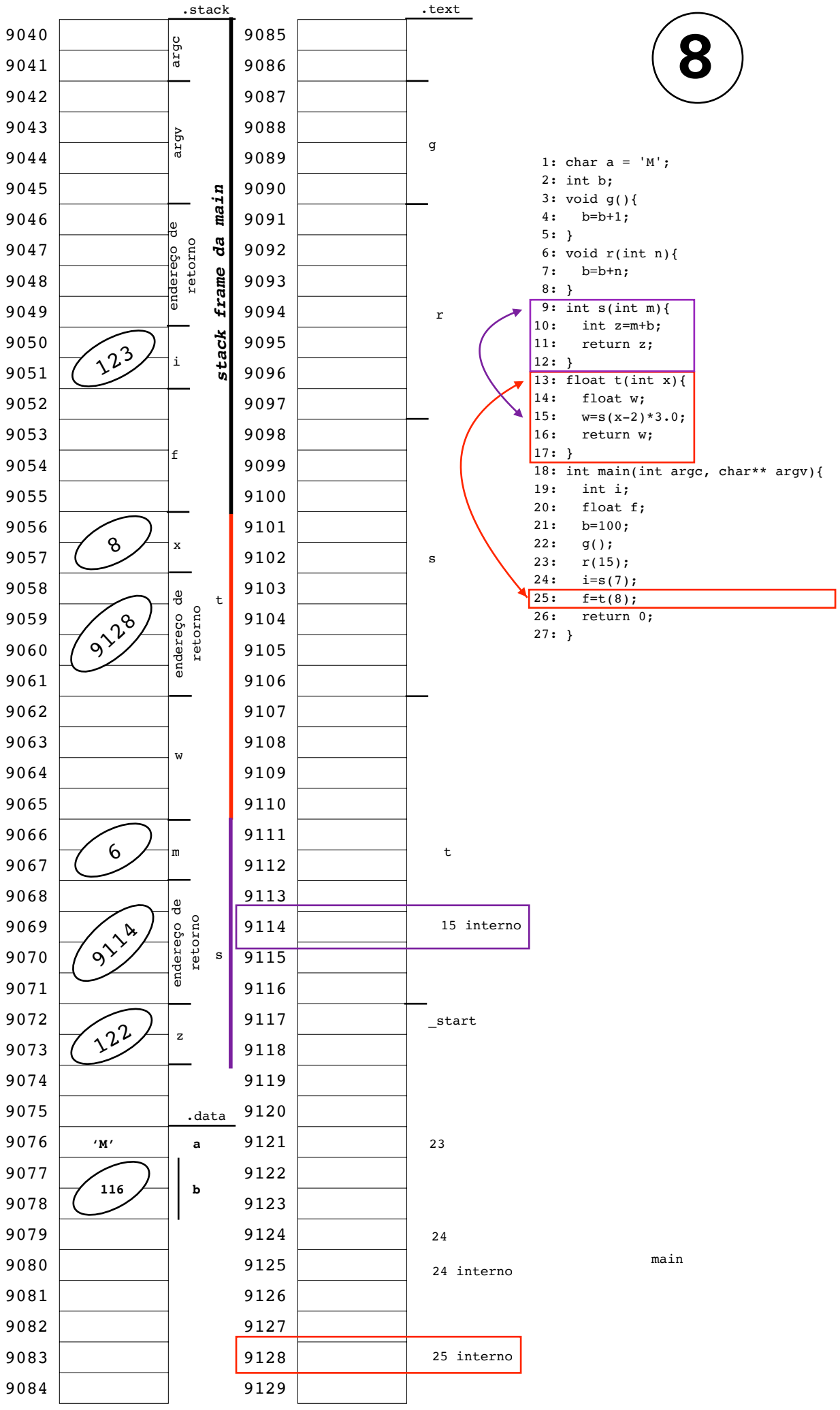
24 interno
main
25 interno
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
10: int z=m+b;
11: return z;
12: }
13: float t(int x){
14: float w;
15: w=s(x-2)*3.0;
16: return w;
17: }
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }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stack frame da main
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s
123
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'M'
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g
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15 interno
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24 interno
25 interno
main
1: char a = 'M';
2: int b;
3: void g(){
4: b=b+1;
5: }
6: void r(int n){
7: b=b+n;
8: }
9: int s(int m){
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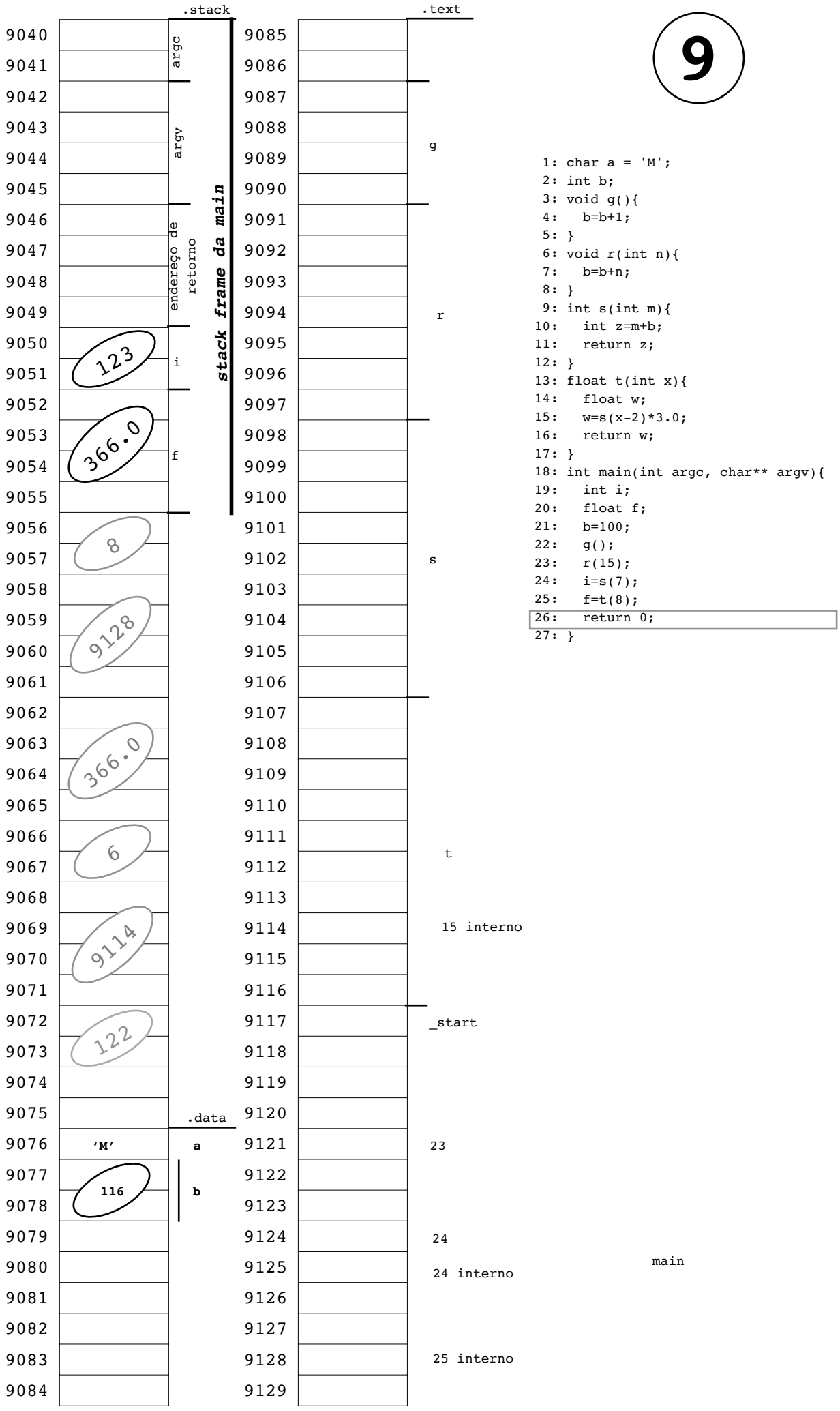
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }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24 interno
main
25 interno
9
1: char a = 'M';
2: int b;
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10: int z=m+b;
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14: float w;
15: w=s(x-2)*3.0;
16: return w;
17: }
18: int main(int argc, char** argv){
19: int i;
20: float f;
21: b=100;
22: g();
23: r(15);
24: i=s(7);
25: f=t(8);
26: return 0;
27: }