

Name: _____

UCID: _____

Worksheet 0x0f

1. Draw the stack frame when execution reaches line 14 of `game.c` before jumping into `printf` when compiled with:

```
gcc -g -O0 -o foo foo.c -DEASY
```

The stack should be drawn with 16-byte rows and it should show precisely which bytes belong to which variables. For example, a 4-byte integer `i` starting at address `0x...a5` should be filled in as

	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
a						i	i	i	i							
b																
c																
d																

2. Now, draw the same stack frame, at the same line, when the program is compiled with:

```
gcc -g -O0 -o foo foo.c
```

Again, the stack should be drawn with 16-byte rows and it should show precisely which bytes belong to which variables. Refer to the example above.

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3. Give inputs that cause the two binaries produced (using the two different compilation commands) to enter the if clause and print "You Win!".