```
double f1(double x, double y) {
    double a, b;
    a = f2(x,y);
    b = f3(a);
    return f2(a,b);
}

double f2(double x, double y) {
    double a, b, c;
    a = x + y;
    b = x - y;
    c = a*b;
    return c;
}

double f3(double x) {
    double a;
    a = x * x * x;
    return a;
}

void main() {
    double x=1.0, y=2.0, z;
    z = f1(x+0.5,y);
}
```

memory for “main”

list of variables

memory for “f3”

memory for “f1”

memory for “f2”

```
1   double f1(double x, double y) {
2       double a, b;
3       a = f2(x,y);
4       b = f3(a);
5       return f2(a,b);
6   }
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8   double f2(double x, double y) {
9       double a, b, c;
10      a = x + y;
11      b = x - y;
12      c = a*b;
13      return c;
14  }
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16  double f3(double x) {
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22  void main() {
23      double x=1.0, y=2.0, z;
24      z = f1(x+0.5,y);
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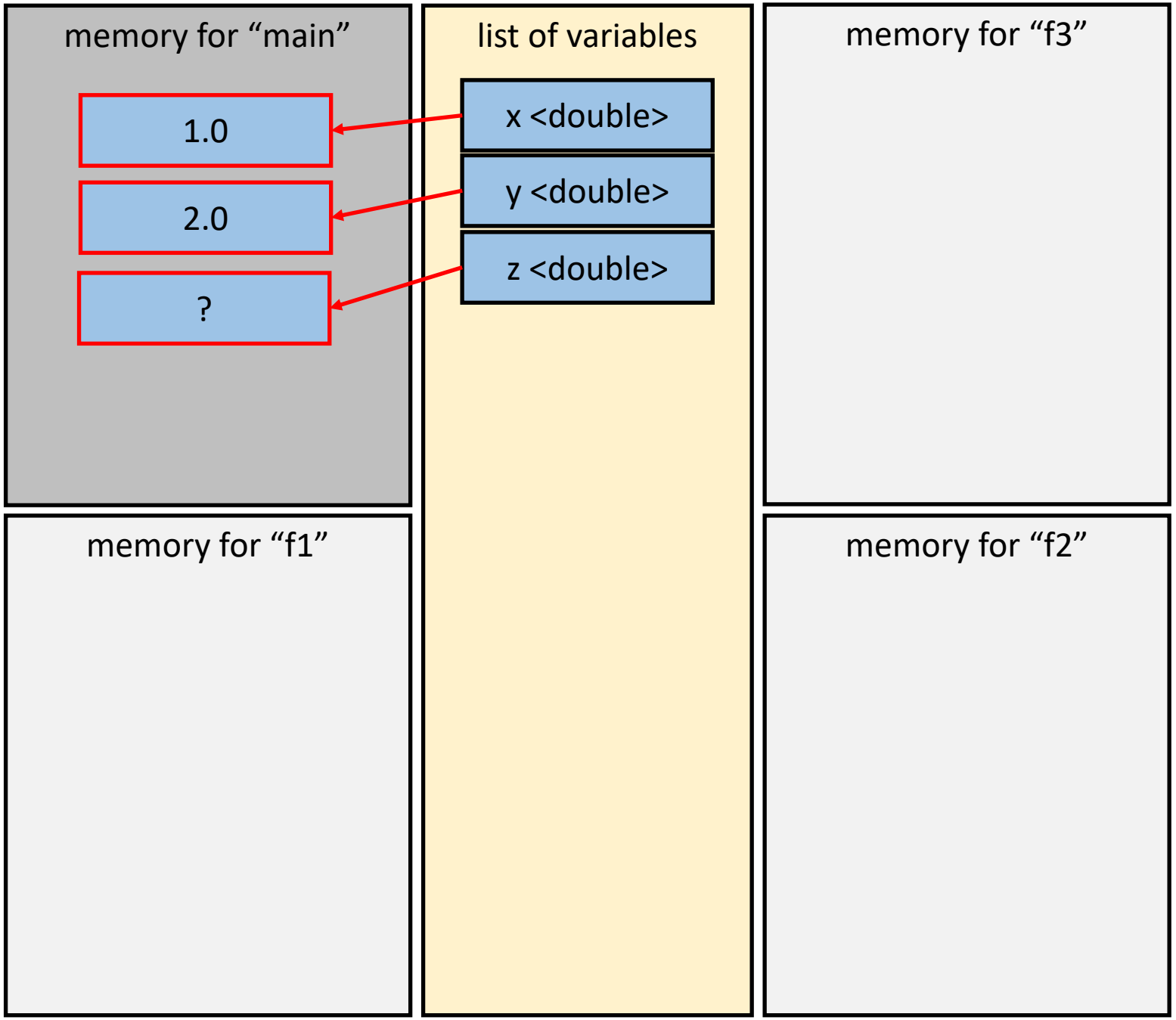


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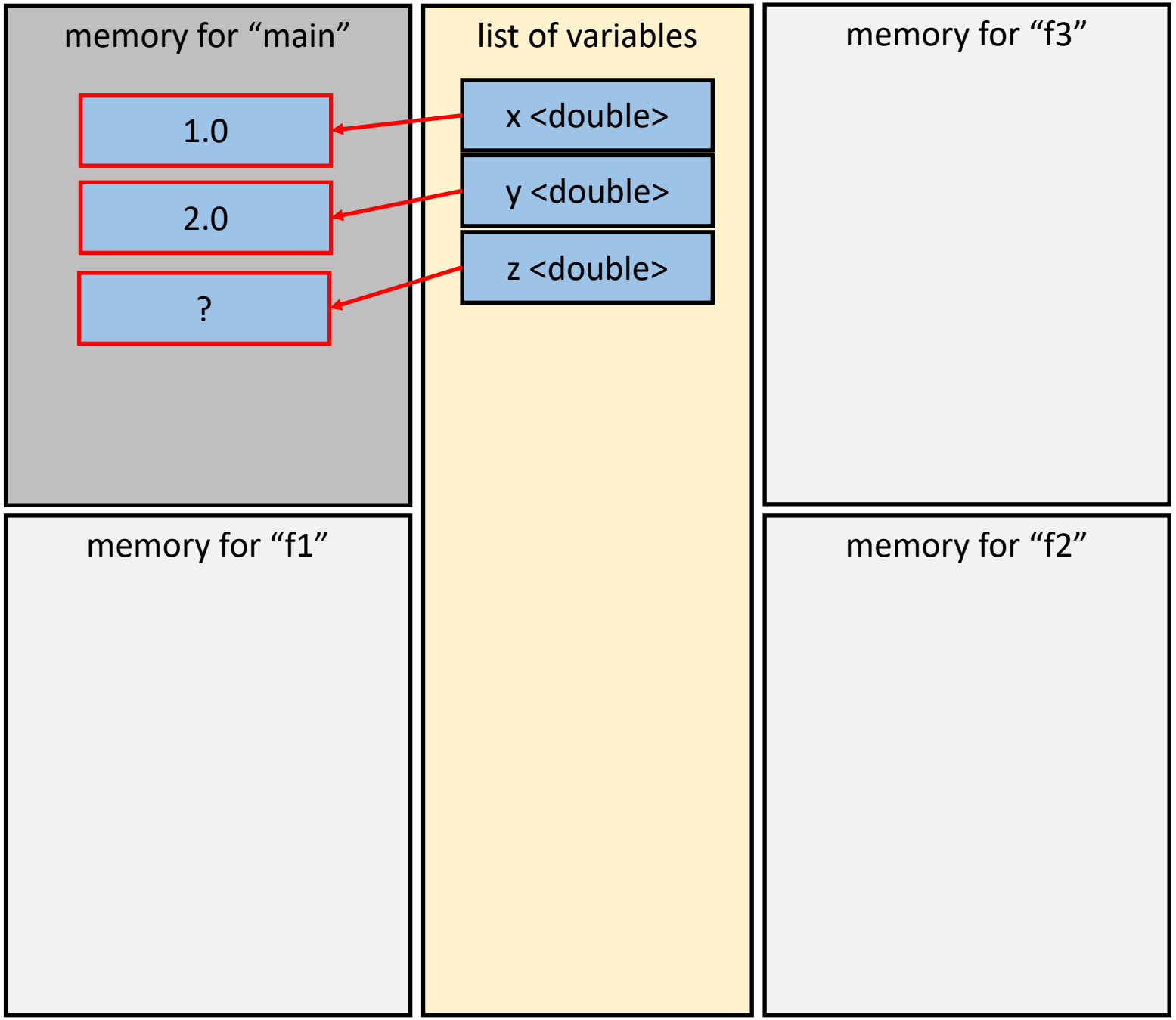


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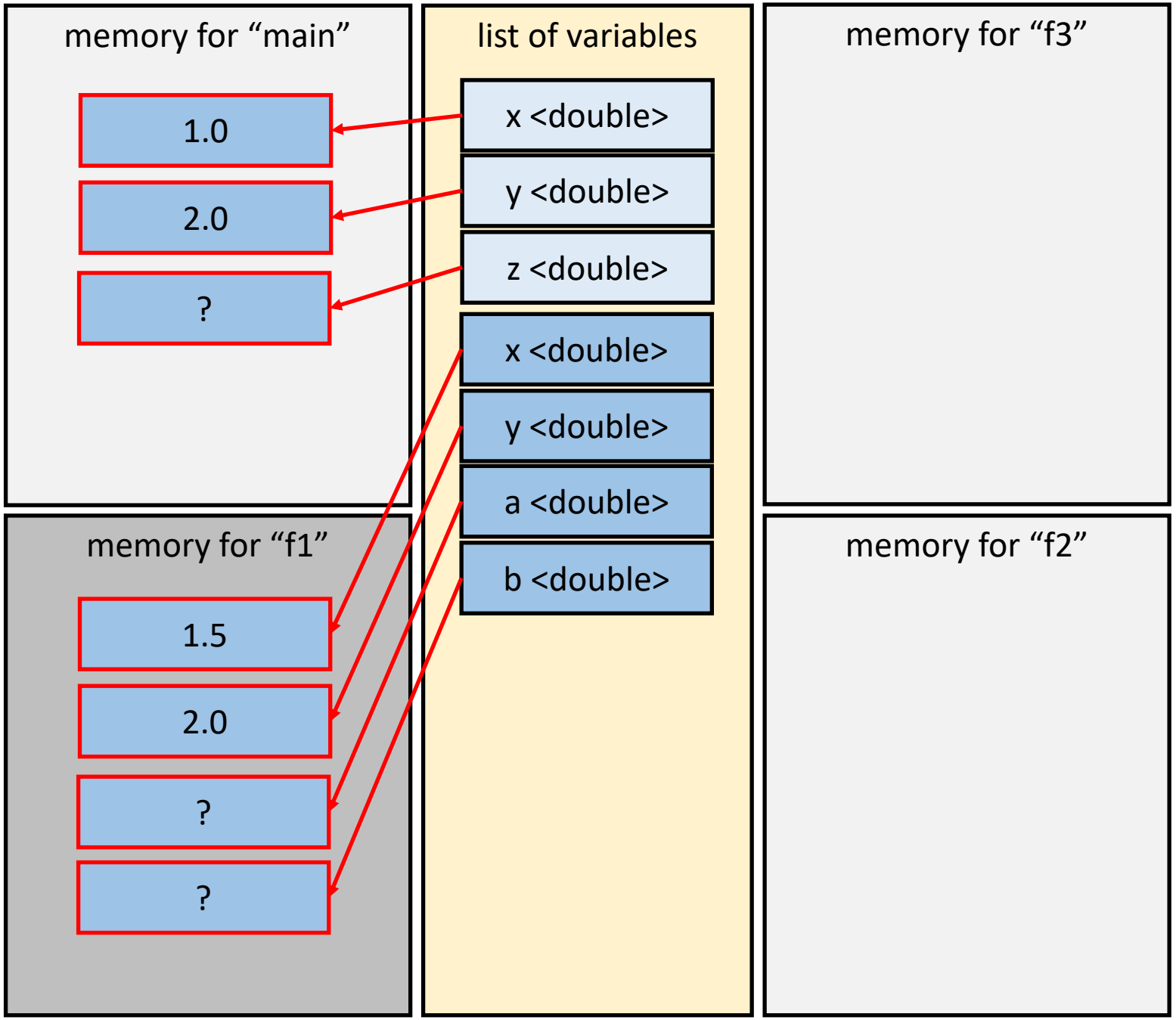


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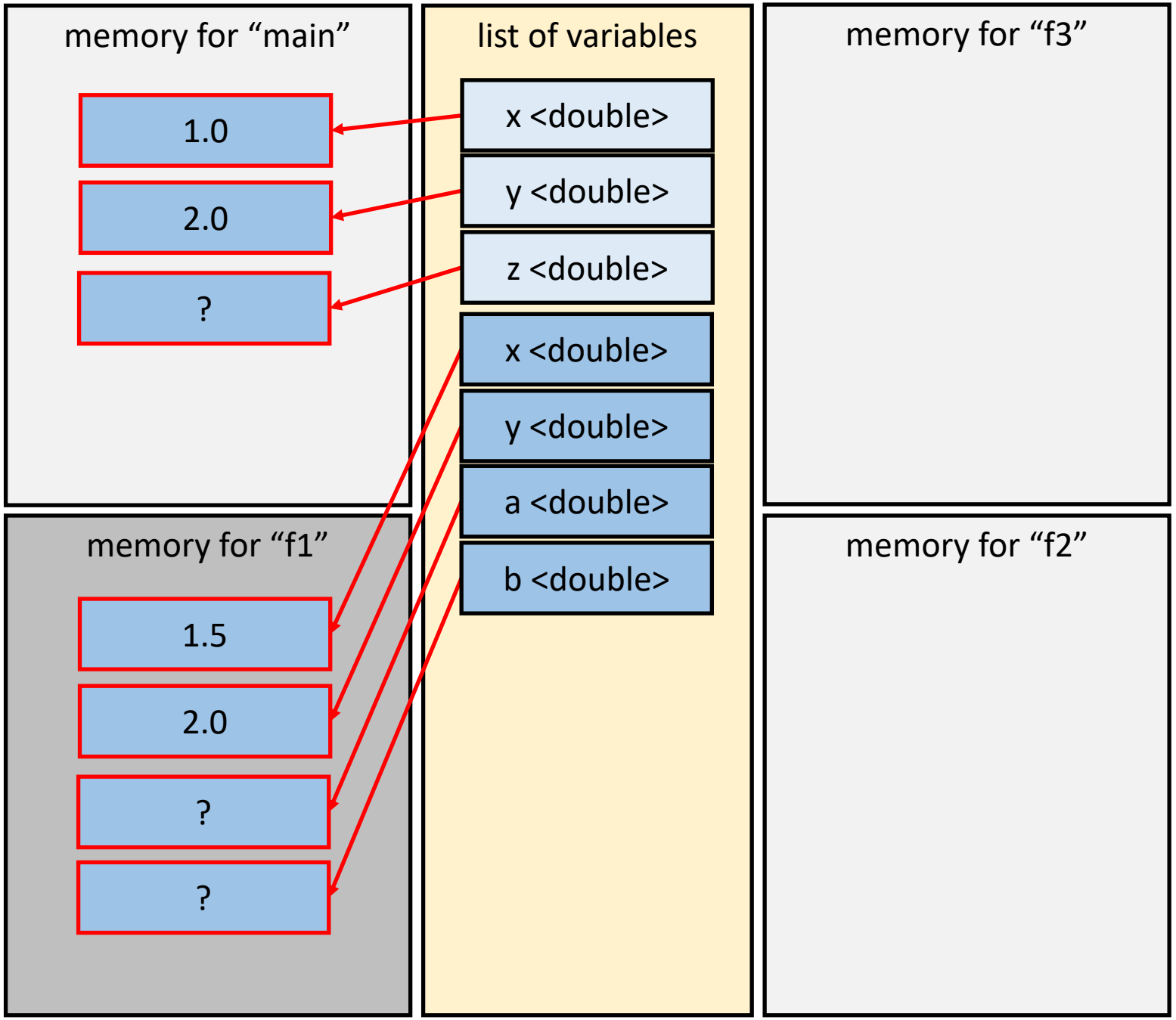


```c
double f1(double x, double y) {
    double a, b;
    a = f2(x,y);
    b = f3(a);
    return f2(a,b);
}

double f2(double x, double y) {
    double a, b, c;
    a = x + y;
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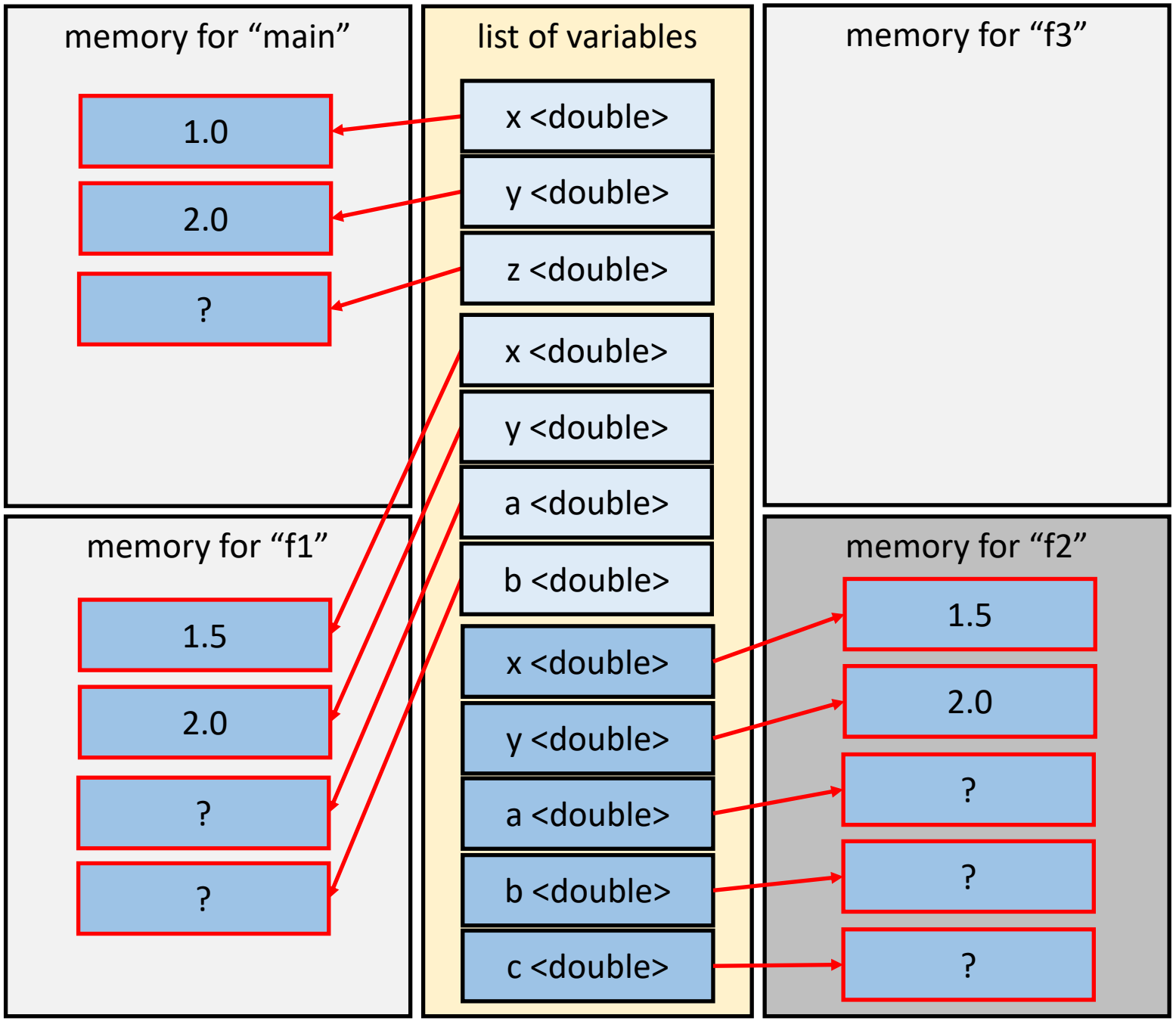


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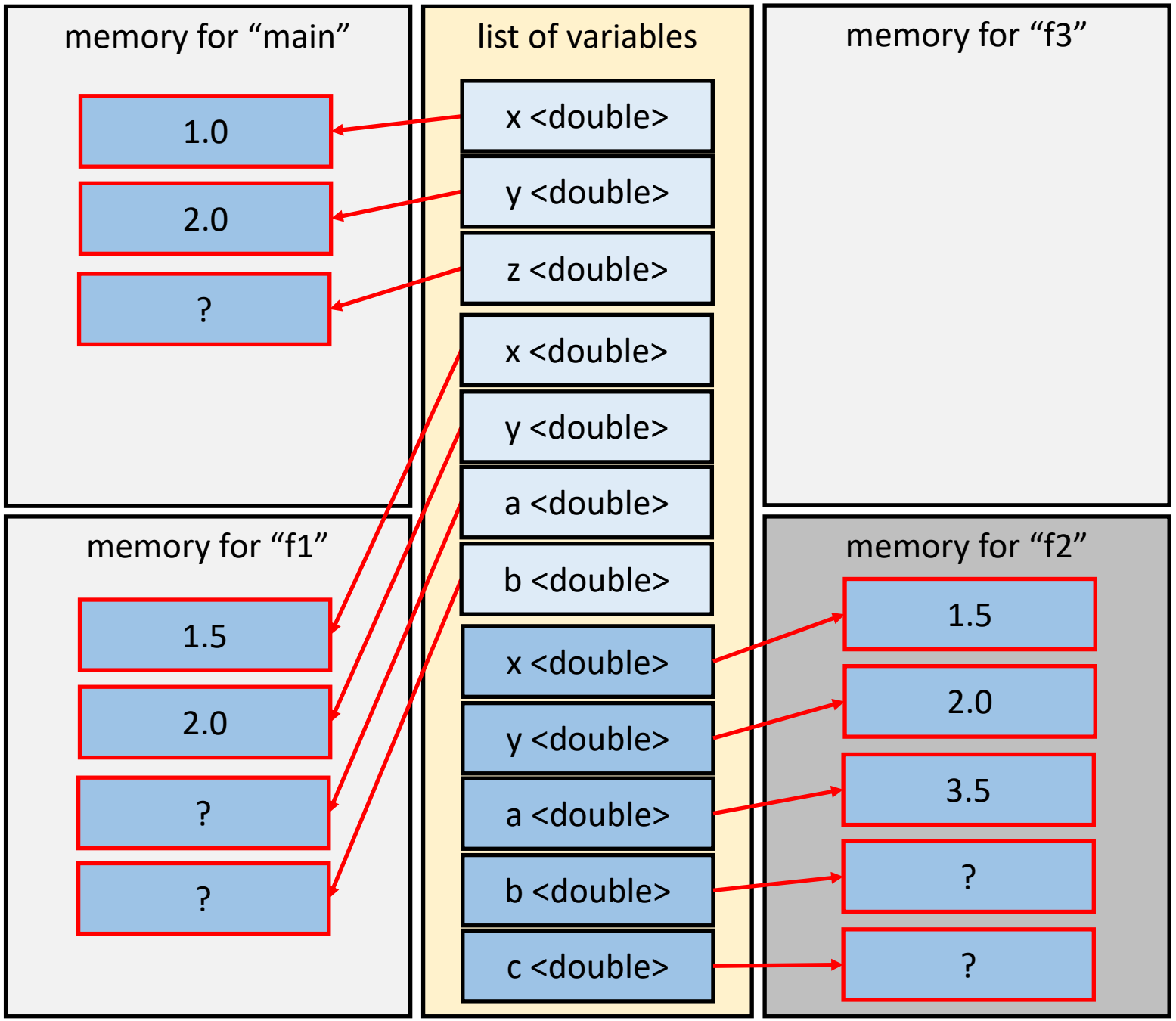


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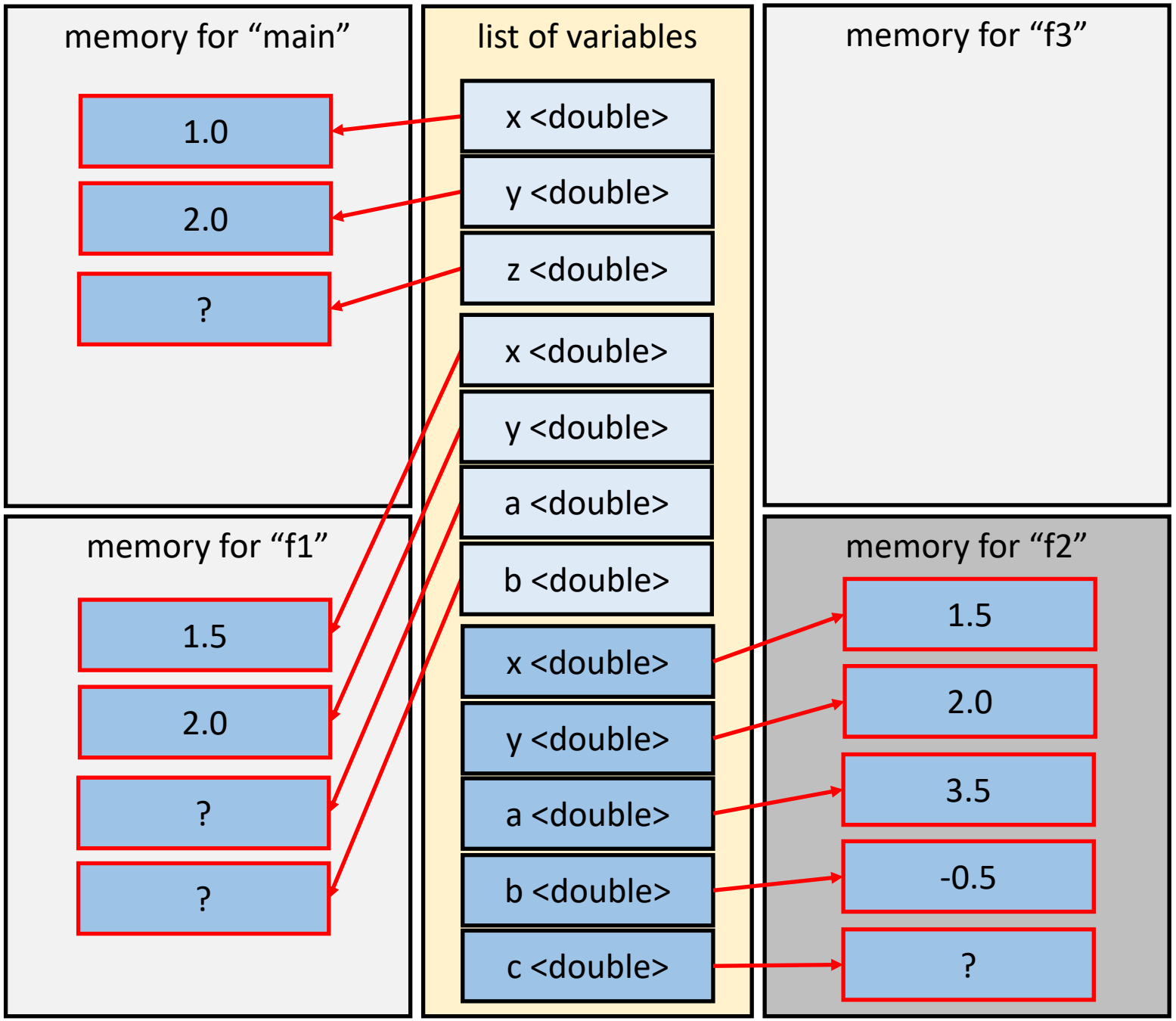


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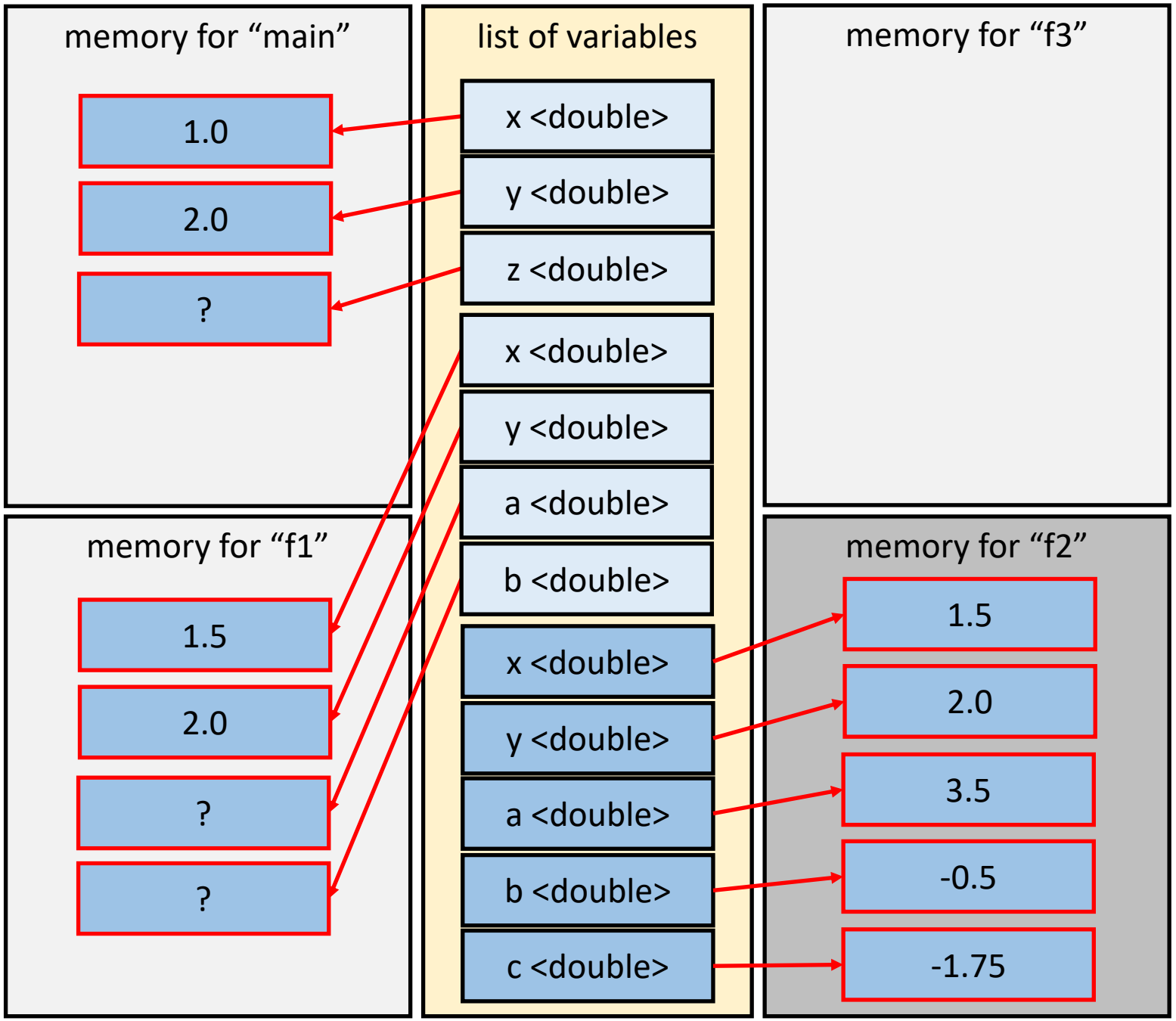


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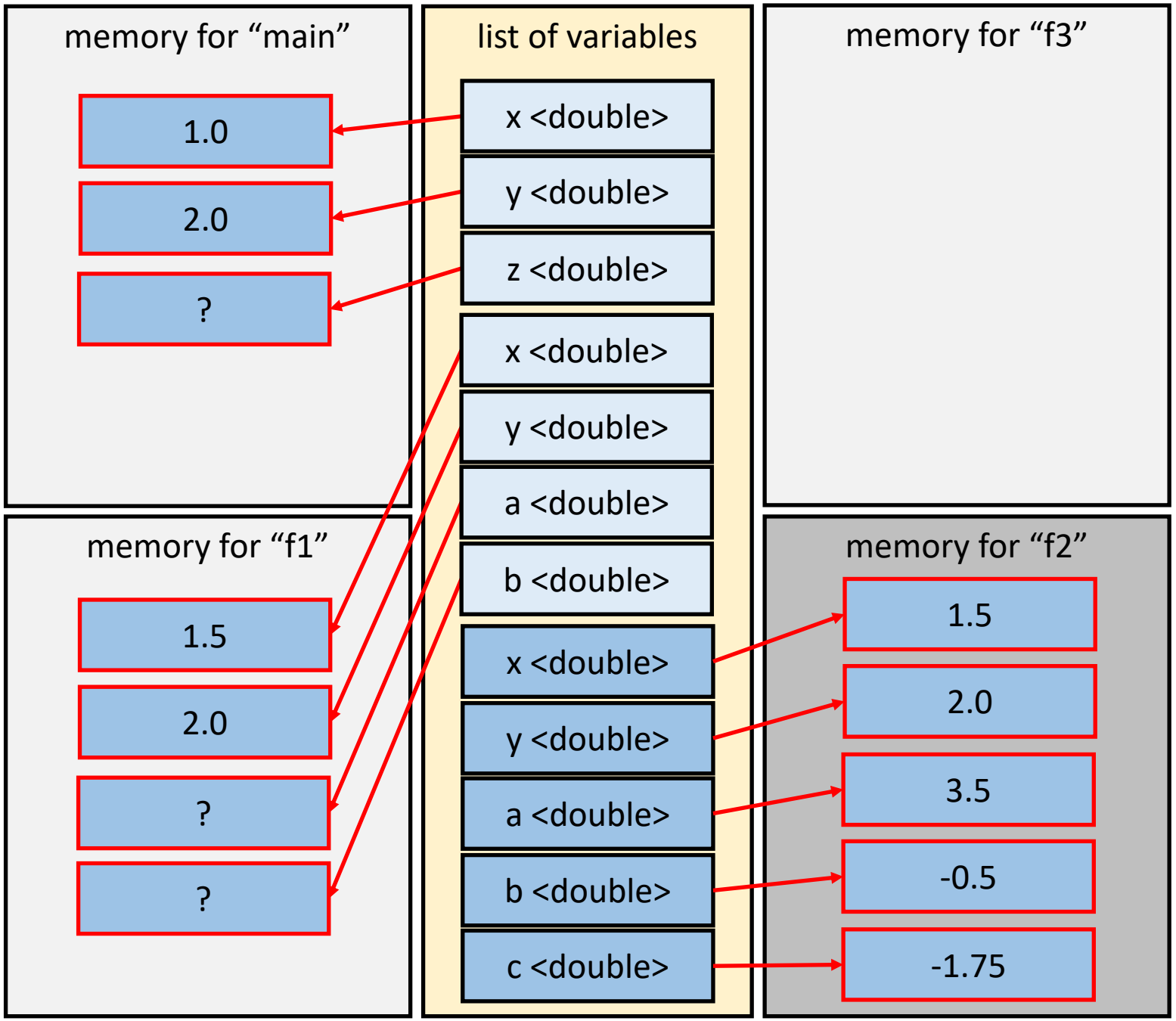


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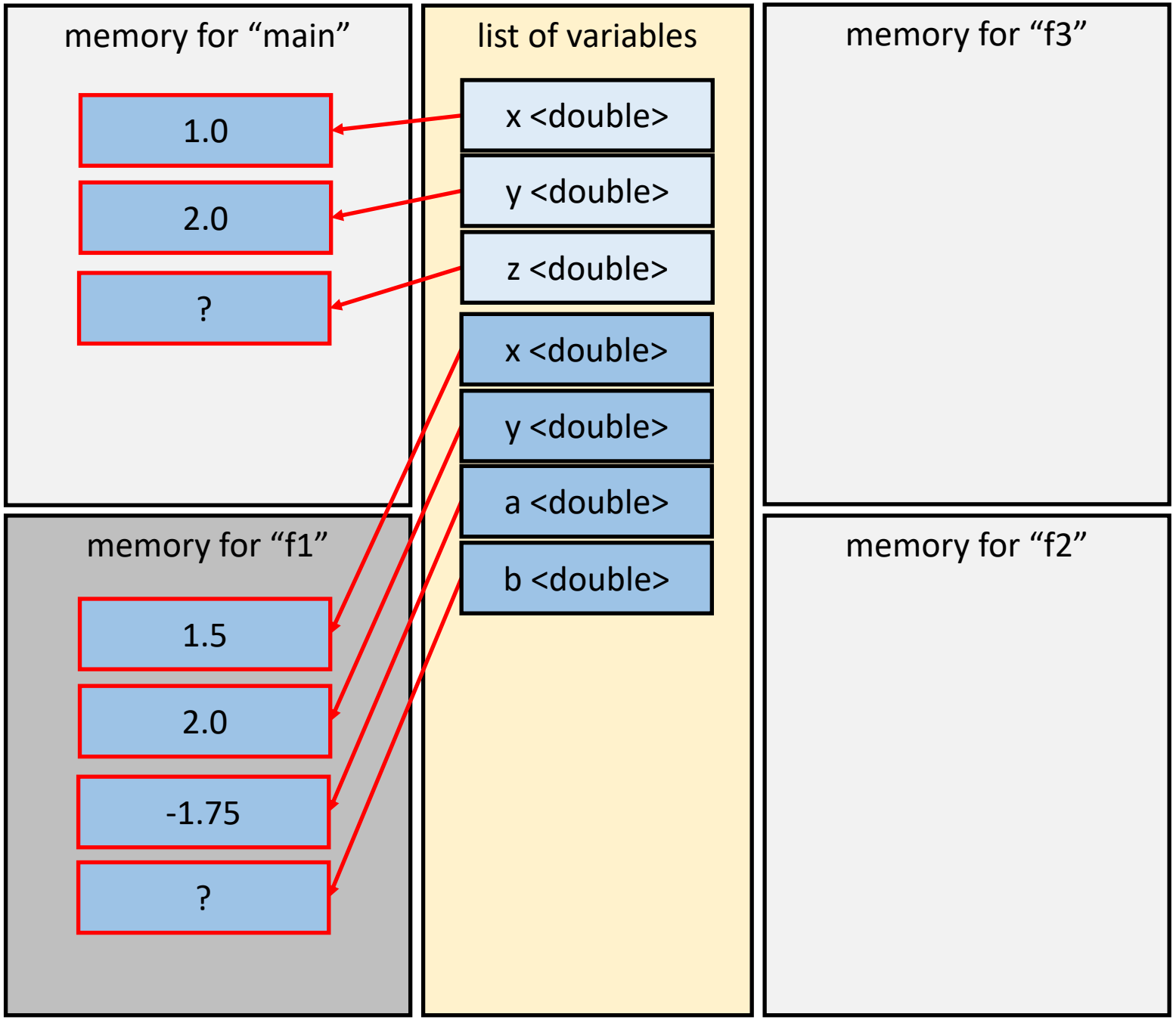


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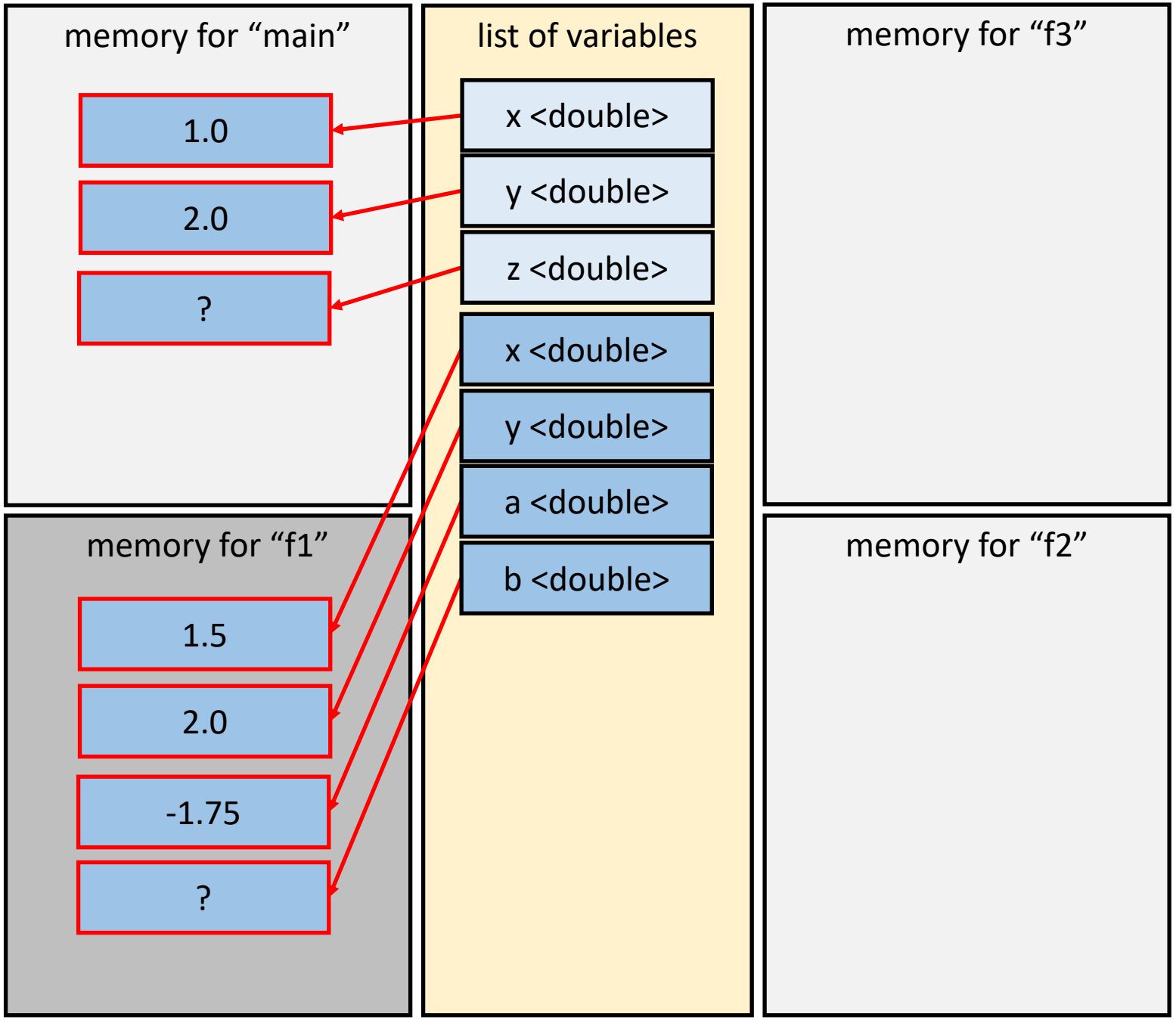


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    b = f3(a);
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double f2(double x, double y) {
    double a, b, c;
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