

frame pointer

A {

B

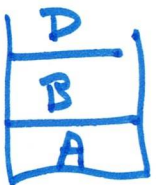
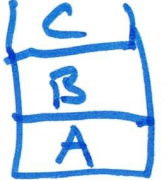
B {

C  
D

}

C {  
int i;  
i = i + 1;  
}

}



A {  
int j;  
B {  
j = j + 1;  
}  
}

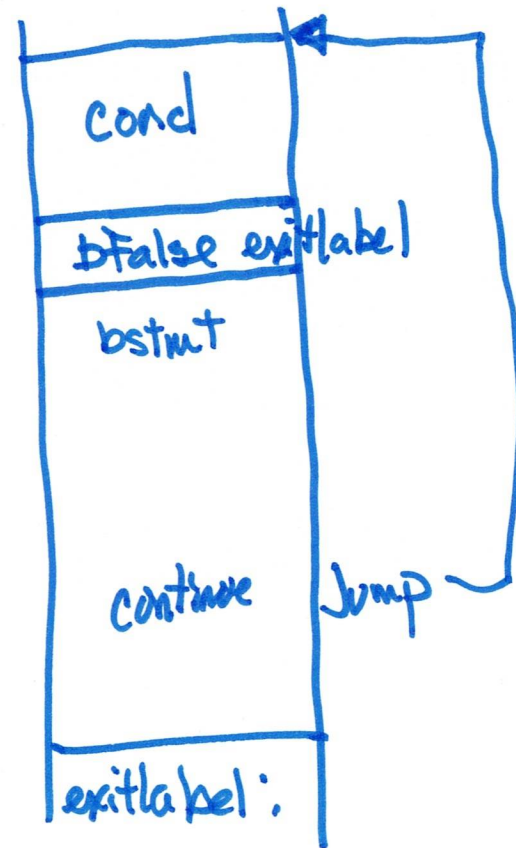
- ~~static~~ dynamic link
- return address.

low

while (cond) {

continue;

exitlabel: }



for (i from 1 to x+1) {

}

