Another example

```
program Main;
      var A, B: integer;

      procedure P;
            begin {P}
{L1P}             A := A + 1;
{L2P}             B := B + 1;
{L3P}       end;

      procedure Q;
            var B: integer;

            procedure R;
                  var A: integer;
                  begin {R}
{L1R}                   A := 16;
{L2R}                   P;
{L3R}                   write(A, B);
{L4R}             end;
            begin {Q}
{L1Q}             B := 11;
{L2Q}             R;
{L3Q}             P;
{L4Q}             write(A, B);
{L5P}       end;

      begin {Main}
{L1m}       A := 1;
{L2m}       B := 6;
{L3m}       P;
{L4m}       write(A, B);
{L5m}       Q;
{L6m}       write(A, B);
{L7m} end.
```


Static chain

Variables represented on the stack are not accessed by name. In a language with static scoping, a variable must, however, be located by moving up the chain of static nesting.

An address of variable V on the stack is composed of two numbers that tell us

- how many activation records up the chain is the record R that contains V,
- how far is V from the beginning of R.

When Main.Q has been called:

Main.Q.B	(0, 3)
Main.A	(1, 3)

When Main.Q.R has been called:

Main.Q.R.A	(0, 3)
Main.Q.B	(1, 3)

When Main.Q.R.P has been called:

Main.A	(1, 3)
Main.B	(1, 4)