|  |  |
| --- | --- |
| 0xbffff32c |  |
| 0xbffff330 |  |
| 334 |  |
| 338 |  |
| 0xbffff33c |  |
| 340 |  |
| 344 |  |
| 348 |  |
| 0xbffff34c |  |
| 350 |  |
| 354 |  |
| 358 |  |
| 0xbffff35c |  |
| 360 |  |
| 364 |  |
| 368 |  |
| 0xbffff36c |  |
| 370 |  |
| 374 | (temp = x) x = 13 |
| 378 | 0xbffff398 |
| 0xbffff37c | return address  0x4011cb |
| 380 | (x = y) x = 17 |
| 384 | (y = temp) y = 13 |
| 388 |  |
| 0xbffff38c | 0 |
| 390 | num2 = 17 |
| 394 | num1 = 13 |
| 0xbffff398 | 0 |
| 0xbffff39c esp --> |  |

**ebp = 0**

**eax = 13**

**after this line 0x40118f <swap\_args+22> mov eax,DWORD PTR [ebp+0xc]**

**eax = 17**

**after this line 0x401195 <swap\_args+28> mov eax,DWORD PTR [ebp-0x4]**

**eax = 13**

**after this line 0x40119b <swap\_args+34> mov eax,0x0**

**eax = 0**

**ebp = 0**

**Given program compiled as Lab4**

#include <stdio.h>  
  
int swap\_args(int x, int y)  
{  
  int temp;  
    
  temp = x;  
  x = y;  
  y = temp;  
    
  return 0;  
}  
  
  
int main()  
{  
  int num1, num2, status;  
    
  num1 = 13; num2 = 17;  
    
  status = swap\_args(num1, num2);  
    
  return status;  
}