Chapter 10

Problems 1,2,3,4

1. Show the stack with all activation record instances, including static and dynamic chains, when execution reaches position 1 in the following skeletal program. Assume Bigsub is at level 1.

```
procedure Bigsub is
      procedure A is
      procedure B is
      begin -- of B
      ... ←-----1
      end; -- of B
      procedure C is
      \textbf{begin} \, -\! \, \text{of} \, \, \mathbb{C}
      . . .
      В;
      end; --of C
      begin -- of A
      . . .
      C;
      end; --of A
      begin -- of Bigsub
      . . .
      A;
      end; -- of Bigsub
Answer:
Bigsub calls A
A calls C
C calls B
---Bigsub
----A
----В
----C
```



2. Show the stack with all activation record instances, including static and dynamic chains, when execution reaches position 1 in the following skeletal program. Assume Bigsub is at level 1.

```
procedure Bigsub is
MySum : Float;
procedure A is
X : Integer;
procedure B(Sum : Float) is
Y, Z : Float;
begin -- of B
. . .
C(Z)
end; -- of B
begin -- of A
B(X);
. . .
end; -- of A
procedure C(Plums : Float) is
begin -- of C
... 1
end; -- of C
L : Float;
begin -- of Bigsub
. . .
A;
end; -- of Bigsub
```

Answer:

Bigsub calls A

A calls B

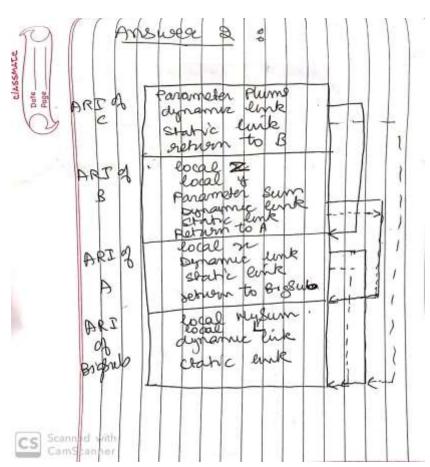
B calls C

--Bigsub

---A

----В

----C



3. Show the stack with all activation record instances, including static and dynamic chains, when execution reaches position 1 in the following skeletal program. Assume Bigsub is at level 1.

```
Problem Set 469
procedure Bigsub is
procedure A(Flag : Boolean) is
procedure B is
A(false);
end; -- of B
begin -- of A
if flag
then B;
else C;
. . .
end; -- of A
procedure C is
procedure D is
... 1
end; -- of D
. . .
D;
end; -- of C
begin -- of Bigsub
. . .
A(true);
. . .
end; -- of Bigsub
The calling sequence for this program for execution to reach \, {\hbox{$\, \square$}} \, is
Bigsub calls A
A calls B
B calls A
\mathbb{A} calls \mathbb{C}
C calls D
   Answer:
   Bigsub calls A
   A calls B
   B calls A
   A calls C
   C calls D
   ---Bigsub
   ---A
   ----В
   ----C
    ----D
```

RI	dynamic link	
5 A	setupen to C	
ARZ for c	static link	-1
ARII FOR A	formation (flag) dynamic link static link setum to B	1
ARI for B	static link ->	1
ARI FOI A	paramoler (trap) dimanue link state link state link setien to Bysub	>1

4. Show the stack with all activation record instances, including the dynamic chain, when execution reaches position 1 in the following skeletal program. This program uses the deep-access method to implement dynamic scoping. void fun1() { float a; . . . } void fun2() { int b, c; } void fun3() { float d; ... 1 void main() { char e, f, g; } The calling sequence for this program for execution to reach $\verb"fun3"$ is main calls fun2 fun2 calls fun1 fun1 calls fun1 fun1 calls fun3 Answer: main calls fun2 fun2 calls fun1 fun1 calls fun1

Deep Access

fun1 calls fun3

An	swere 4 5
0	EED ACCESS
ARI for T	demanto link
ARI for	dynamic luik edge)
ARE for	local(a) link dynamic link setwin to fun 2
ARI for fun 2	local (C) local (B) dynamic link seriem to main
ARI fol Main	local (3) local (4) local (e)
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