

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
      begin --of C
        ...
        B;
        ...
      end; --of C
    begin --of A
      ...
      C;
      ...
    end; --of A
  begin --of Bigsub
    ...
    A;
    ...
  end; -- of Bigsub
```

Answer:

Bigsub calls A

A calls C

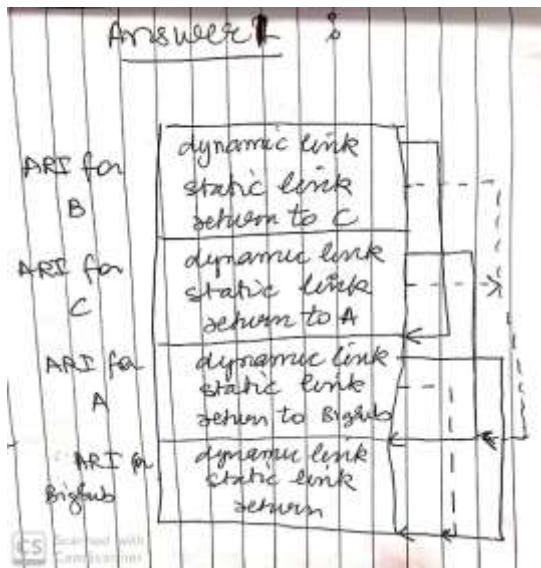
C calls B

---Bigsub

-----A

-----B

-----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

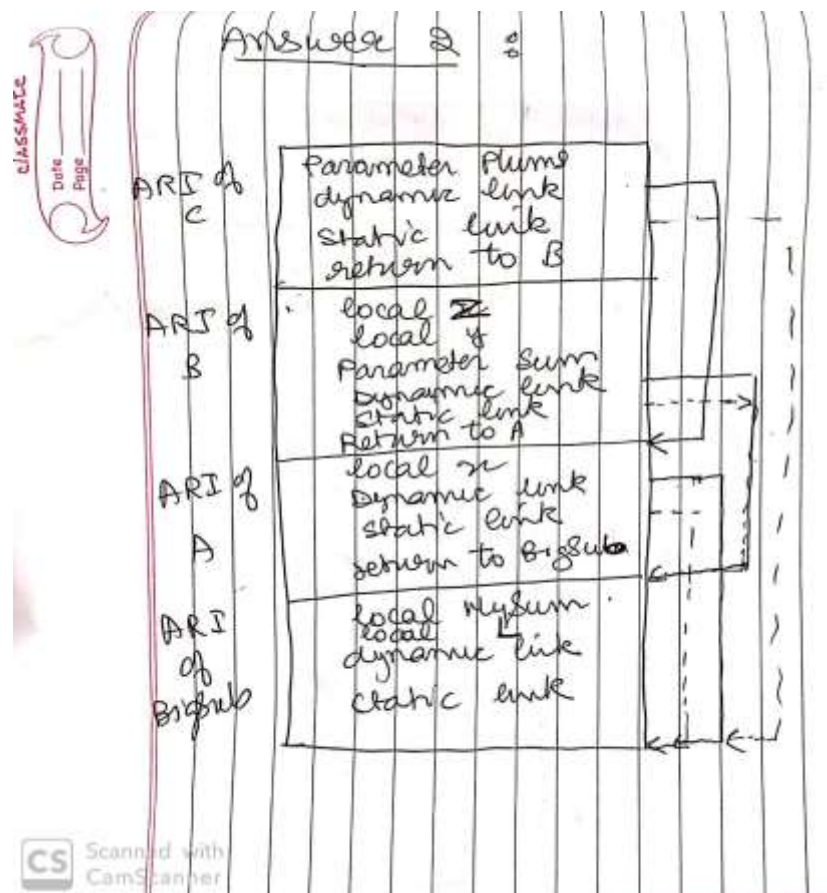
B calls C

--Bigsub

----A

-----B

-----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 D is

Bigsub calls A

A calls B

B calls A

A calls C

C calls D

Answer:

Bigsub calls A

A calls B

B calls A

A calls C

C calls D

---Bigsub

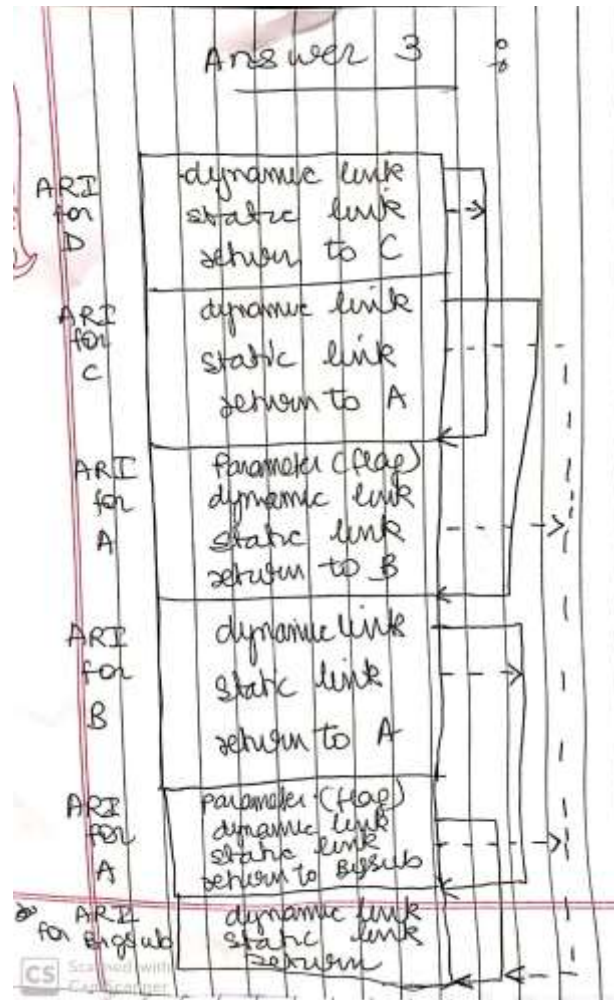
----A

-----B

----C

-----D

Answer 3



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 `fun3` is

```
main calls fun2  
fun2 calls fun1  
fun1 calls fun1  
fun1 calls fun3
```

Answer:

```
main calls fun2  
fun2 calls fun1  
fun1 calls fun1  
fun1 calls fun3
```

Deep Access

Answer 4

DEEP ACCESS

