## FURTHER HAND-TRANSLATION HINTS

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new int [<expr>] [] ... []
e.g., new int [2*x+1][][][]
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#### **ANSWER:**

code that leaves value of <expr> on top of EXPRSTACK
HEAPALLOC

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HEAPALLOC

**Example** Suppose a is declared as **static int** a[]; and the data memory address of a is 5.

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e.g., new int [2*x+1][][][]
```

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ANSWER: PUSHSTATADDR 5
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**SAVETOADDR** 

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#### **ANSWER:**

code that leaves value of <expr> on top of EXPRSTACK HEAPALLOC

### **ANSWER: PUSHSTATADDR 5**

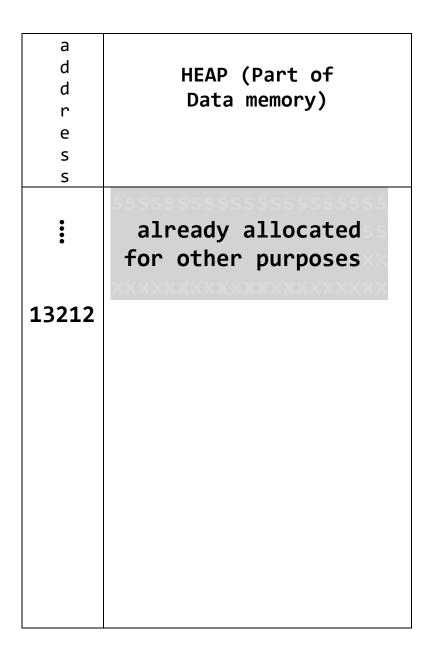
PUSHNUM 100

HEAPALLOC SAVETOADDR

## **BEFORE** execution of: PUSHSTATADDR 5

a d r e s	Statically Allocated Data Memory
0	
1	
2	
3	
4	
<b>a</b> 5	

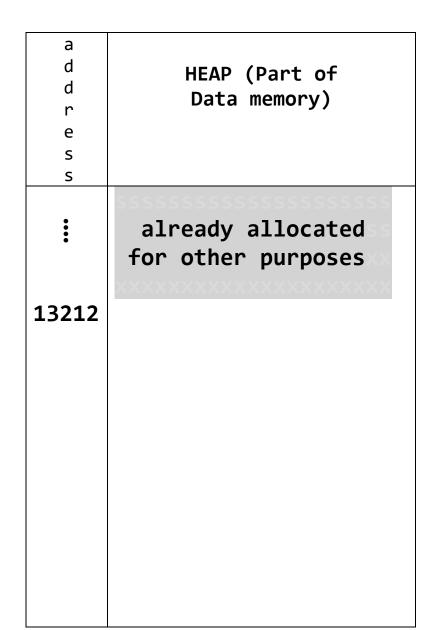
EXPRSTACK	
	???
	>>>
	???



	Τ
a d d	
r	CODE MEMORY
e s	
S	
0	
1	
•	
	PUSHSTATADDR 5 PUSHNUM 100
	HEAPALLOC SAVETOADDR

# **AFTER** execution of: PUSHSTATADDR 5

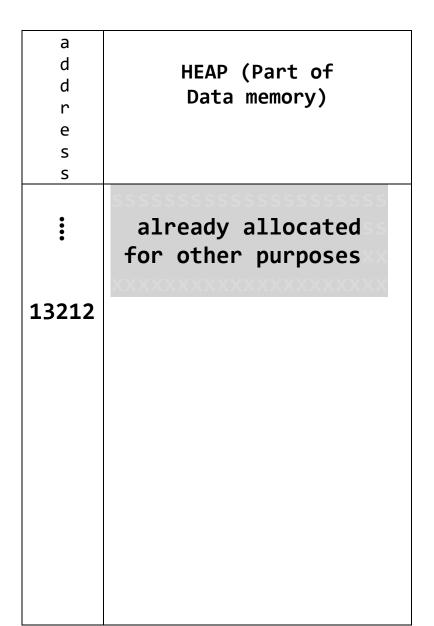
	a d r e s	Statically Allocated Data Memory
	0	
	1	
	2	
	3	
	4	
2	5	
		EVDDCTACK
		EXPRSTACK
		???
		???
		PTR TO ADDR 5



a d d r e s	CODE MEMORY
S	
0	
1	
•	
•	
	PUSHSTATADDR 5 PUSHNUM 100 HEAPALLOC SAVETOADDR
	These instructions execute: a = new int[100];

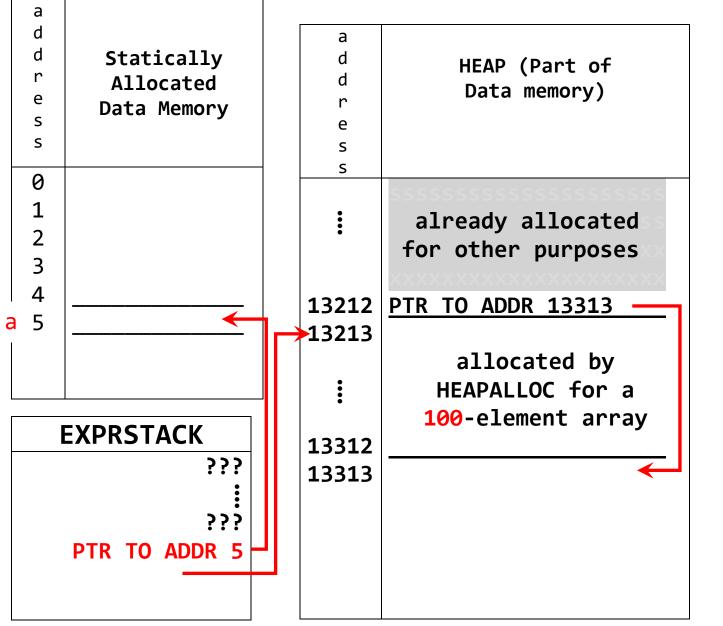
## **AFTER** execution of: **PUSHNUM** 100

a d d r e s	Statically Allocated Data Memory
0	
1	
2	
3	
4	
<b>a</b> 5	
	EXPRSTACK
	??? ??? PTR TO ADDR 5 100



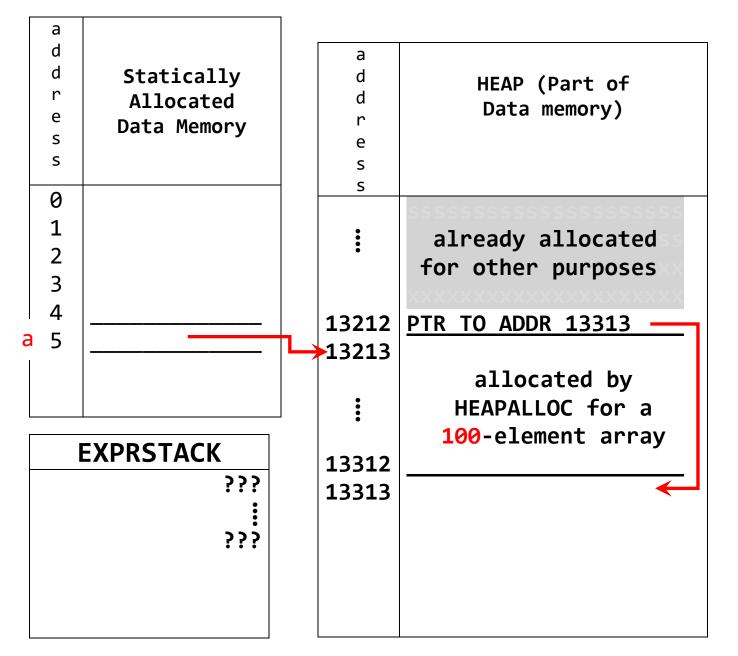
CODE MEMORY
PUSHSTATADDR 5
PUSHNUM 100
HEAPALLOC
SAVETOADDR
Thomas
These
instructions
execute:
a = new int[100];

### **AFTER** execution of: **HEAPALLOC**



a d d r e s	CODE MEMORY
0	
1	
:	
	PUSHSTATADDR 5 PUSHNUM 100 HEAPALLOC SAVETOADDR
	These instructions execute: a = new int[100];

### **AFTER** execution of: **SAVETOADDR**



а	
d	
d	CODE MEMORY
r	CODE MEMORY
е	
S	
S	
0	
1	
•	
	PUSHSTATADDR 5
	PUSHNUM 100
	HEAPALLOC
	SAVETOADDR
	SAVETUADUR
	These
	instructions
	execute:
	a = new int[100];