Topic Name: Static and Dynamic Scoping - Part 1
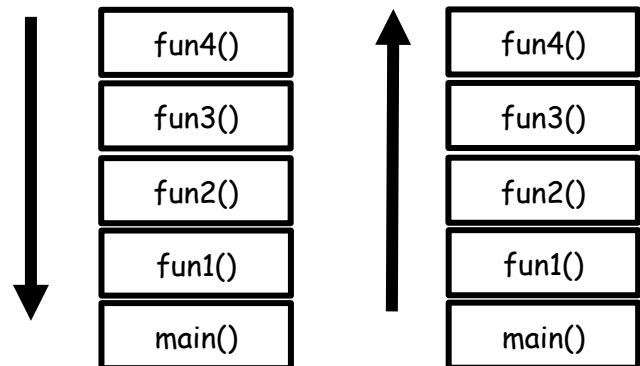
// Stack works as Last In First Out (LIFO)
// So, the memory allocation will be as

```c
int main(){
    fun1();
}
fun1(){
    fun2();
}
fun2(){
    fun3();
}
fun3(){
    fun4();
}
fun4(){
    return;
}
```

| fun4() |
| fun3() |
| fun2() |
| fun1() |
| main() |

| fun4() |
| fun3() |
| fun2() |
| fun1() |
| main() |

code02.c

```c
#include<stdio.h>
int fun1(int);
int main(){
    int a = 10;
    a = fun1(a);
    printf("a = %d",a);
}

int fun1(int a){
    int b = 5;
    b = b + 5;
    return b;
}
```

| fun1() |
| main() |

| fun1() |
| main() |