

04-B1

## 栈与队列

### 调用栈：原理与算法

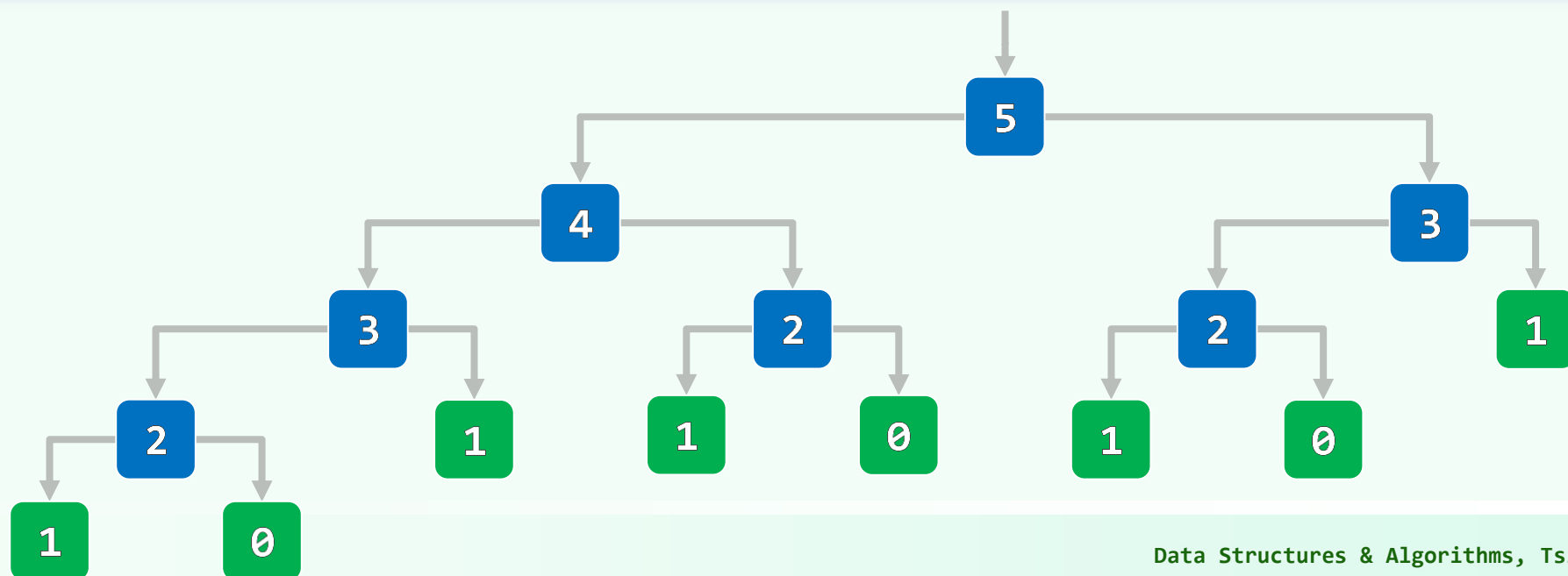
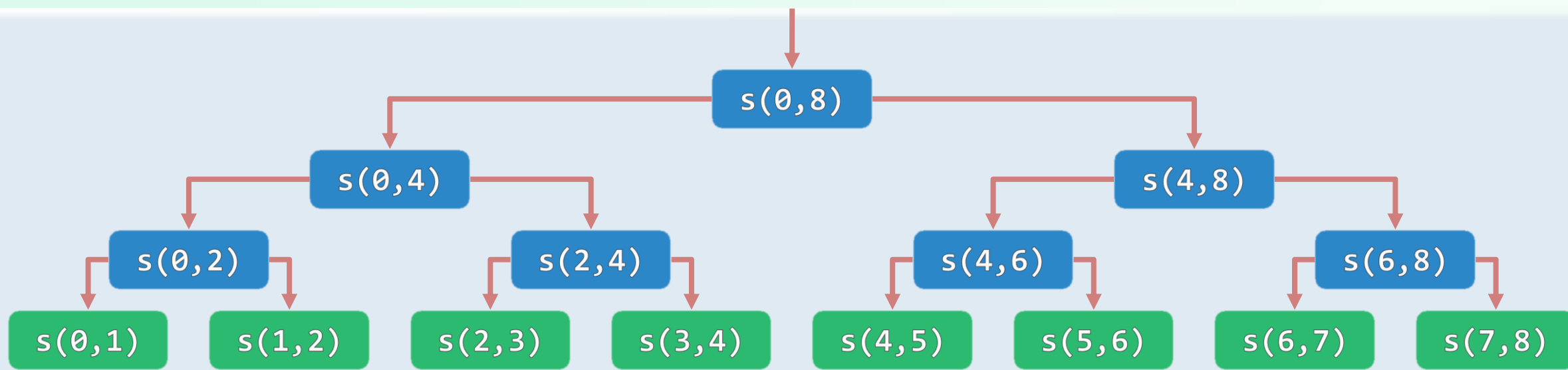
命运把我们的大脑当作一个容器，不停地把各种见解装进去、取出来，但总是现在的和最后的那个见解是可靠没错的

Yessiree. We do not doubt his word, an stack ourselves into the bus like flapjacks.

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# 函数调用树：如何实现？ Theseus的线团 + 粉笔



## call stack

xxxx9000

main()

i = 9, ...

## binary executable

xxxx0700: main() {

int i = 9;  
/\* ... \*/

xxxx1000: funcA(i \* i);

/\* ... \*/

}

xxxx1200: void funcA(int j) {

int k = j / 3;  
/\* ... \*/

xxxx1500: funcB(k + 5);

/\* ... \*/

}

xxxx1750: void funcB(int m) {

int i = m / 4;  
/\* ... \*/

xxxx1820: funcB(m - i);

/\* ... \*/

}

