

### Problem 1

The caller, in this case `alice()`, pushes values of `EAX`, `ECX`, and `EDX` onto the stack. `Alice()` then pushes the argument onto the stack in reverse order, if args are `a`, `b`, and `c`, it pushes `c`, then `b`, and then `a`. `alice()` then calls `bob()`, pushing the return address onto the stack and then jumps to `bob()`. `Bob()` pushes the base pointer(`EBP`) and sets it to the current top of the stack, then pushes each local variable to the stack. In order to communicate the return value to `alice()`, `bob()` deallocates local variables, then restores `ESI`, `EDI`, `EBX`, and `EBP` by popping the saved values off the stack. It then pops the return address from the stack by calling `ret`, and then jumps back to the caller.

### Problem2

1. Pushes `EBP` onto the stack
2. Copies stack pointer to `ebp`
3. Makes space on stack for local data
4. Put value 5 as second arg.
5. Put value 2 as first arg.
6. Call `bob`.
7. Bob pushes `ebp` onto stack
8. Copies stack pointer to `ebp`
9. Makes space on stack for local variables
10. Puts value 3 in `z`, the address of `z` is here now.
11. Puts the value of the second arg into `eax`
12. Adds `eax` to `z`, or in this case arg `y` to local variable `z`
13. Move this value to the return value
14. Return to main
15. Take return value, and store it into the address of `a`.