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//project 5

#include <stdio.h>

#include <stdlib.h>

#define SIZE 1000

void f1()

{

char array[SIZE];

static int n = 0;

long int addr = (long int)&array[0];

n++;

addr = (long int)&array[n];

printf("Call #%d at %p\n", n, addr);

printf("AR Size #%d", n);

printf(" is %ld\n", ((long int) & array[n] - (long int) & array[n - 1]));

if (n < 10)

f1();

}

void f2()

{

char array[SIZE];

static int n = 0;

long int addr = (long int)&array[0];

n++;

addr = (long int) & array[n];

printf("Call #%d at %p\n", n, addr);

printf("AR Size #%d", n);

printf(" is %ld\n", ((long int) & array[n] - (long int) & array[n - 1]));

f2();

}

void f3()

{

int N = 10;

char\* array = (char\*)malloc(sizeof(char) \* SIZE);

static int n = 0;

long int addr = (long int) & array[0];

static int i = 0;

n++;

i++;

addr = (long int) & array[n];

printf("Call #%d at %p\n", n, addr);

printf("AR Size #%d", n);

printf(" is %ld\n", ((long int) & array[n] - (long int) & array[n - 1]));

free(array);

if (n < 10)

f3();

}

void main()

{

f1();

//f2();

//f3();

return 0;

}









