

When a function is invoked, it is invoked by a process which act as caller.

Callee

- * Code that invokes a function

Caller

- * Code that is executed outside that function

- * Caller and callee must agree on some convention like which registers are used, arguments, return values and so on.

Callee (conditions)

- * As we know stack grows downward.
- * So first calling function/caller pushes its registers onto the stack.
- * Then callee will put the arguments on the stack.
- * Then pushes the return address (which is automatically put when caller executes the call instruction).

Caller

- * EBP
↓
frame pointer
- * ESP
↓
stack pointer (Points to last value on the stack)



