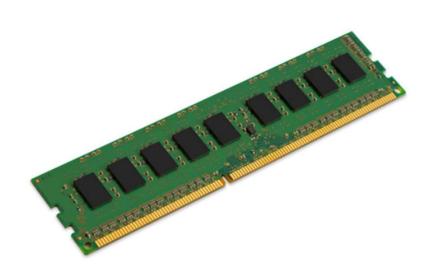
Memória e Alocação Dinâmica



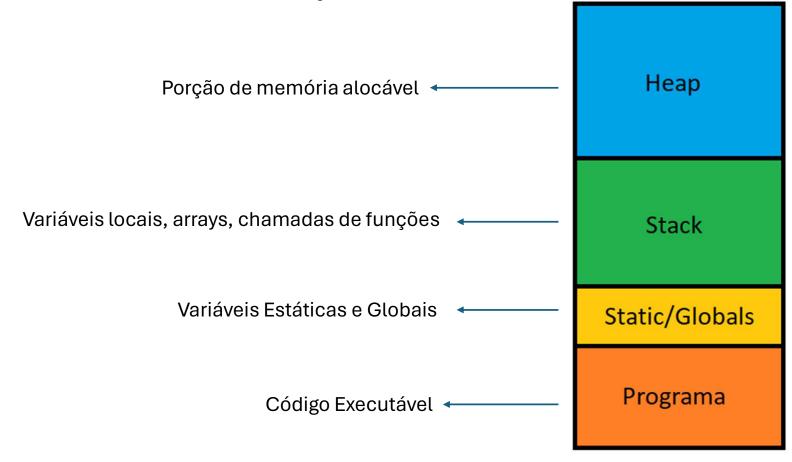
Heap

Stack

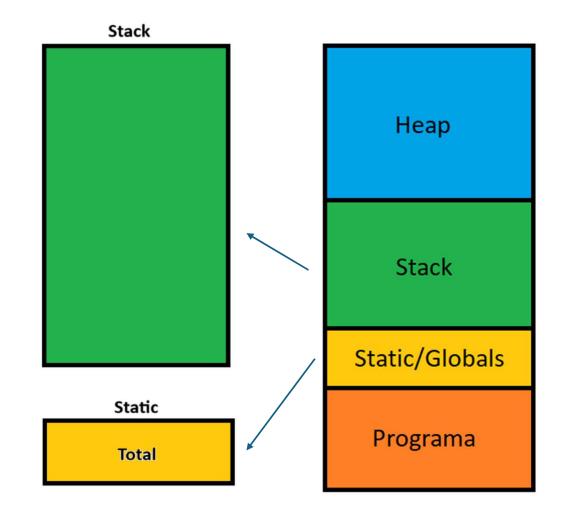
Static/Globals

Programa

Memória e Alocação Dinâmica

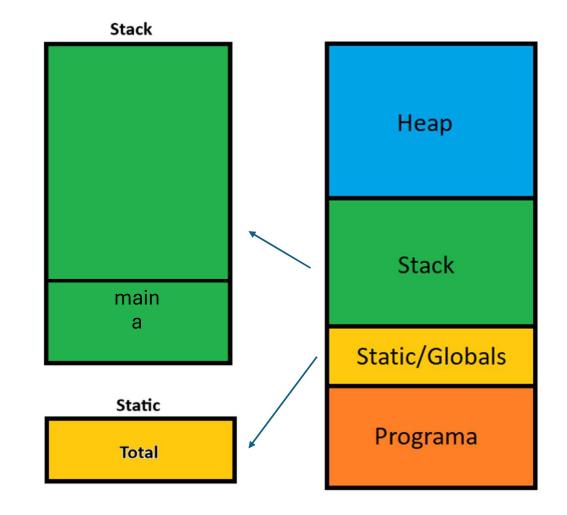


```
#include <stdio.h>
 int total;
/int quadrado(int x){
     return x*x;
/int quadrado_da_soma(int x, int y){
     int z = quadrado(x+y);
     return z;
/int main(){
     int a = 4;
     int b = 8;
    total = quadrado_da_soma(a, b);
     printf("Total = %d", total);
```

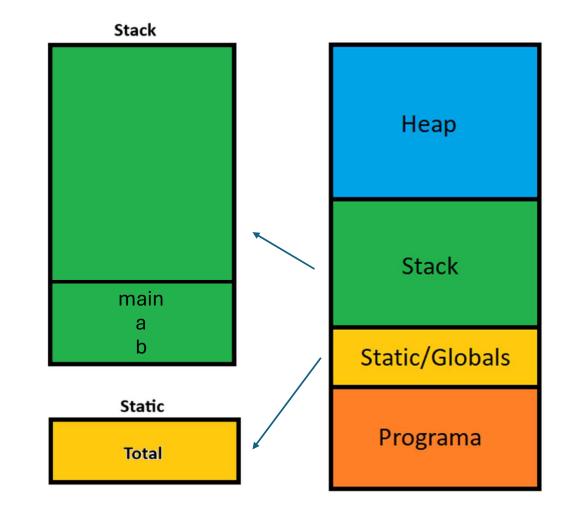


```
Stack
#include <stdio.h>
 int total;
                                                                                 Heap
/int quadrado(int x){
     return x*x;
/int quadrado_da_soma(int x, int y){
     int z = quadrado(x+y);
                                                                                 Stack
     return z;
                                                    main
                                                                             Static/Globals
 int main(){
     int a = 4;
                                                    Static
     int b = 8;
    total = quadrado_da_soma(a, b);
                                                                              Programa
                                                     Total
     printf("Total = %d", total);
```

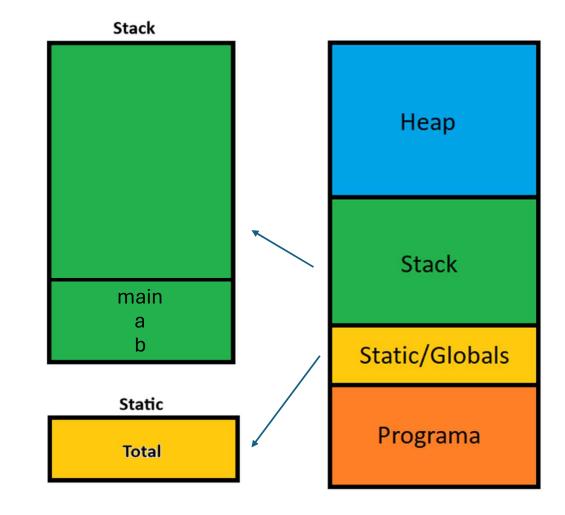
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#include <stdio.h>
 int total;
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/int main(){
     int a = 4;
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    total = quadrado_da_soma(a, b);
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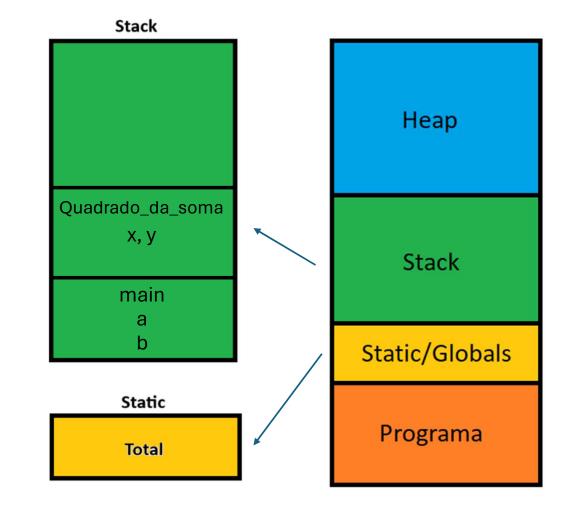
```
#include <stdio.h>
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     int z = quadrado(x+y);
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     int a = 4;
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     total = quadrado_da_soma(a, b);
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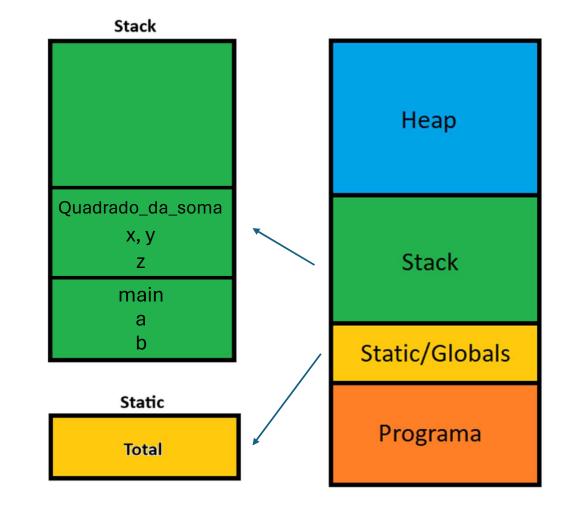
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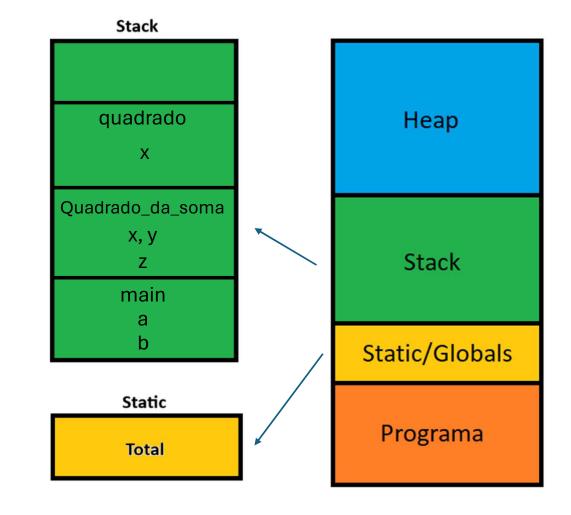
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     return z;
/int main(){
     int a = 4;
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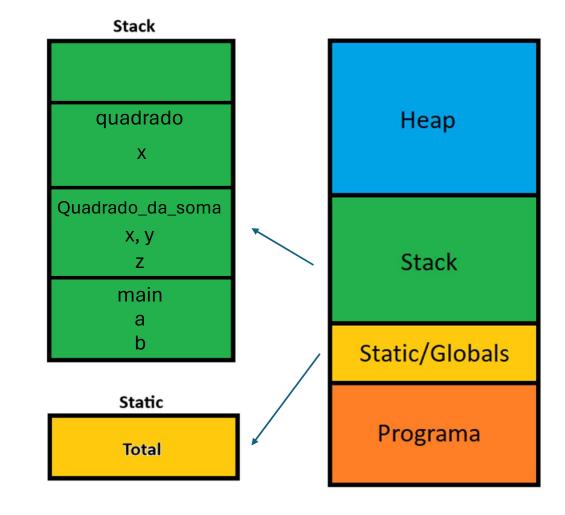
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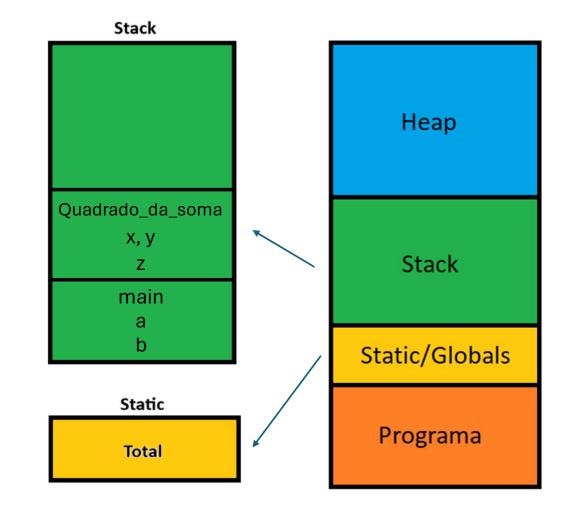
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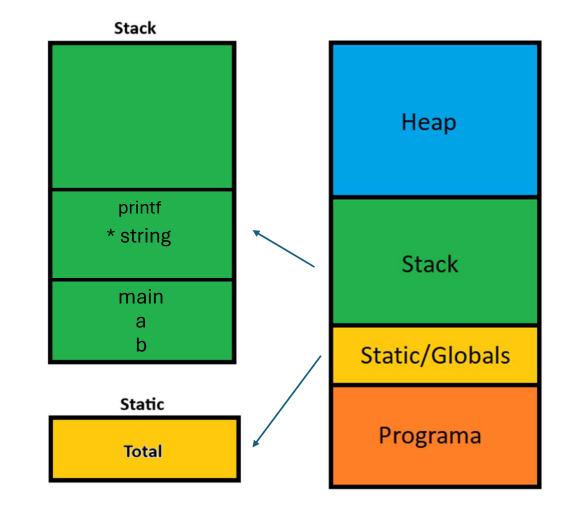
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