Q1.

The bug in swap2.s is that the temp pointer is dereferenced without being initialized. Why might a programmer not notice this even after testing the buggy swap? In other words: what situation would allow buggy swap to seem to work correctly?

It may seem to work if int \*temp points a valid memory address that can hold an integer. We create something on stack and set address of the storage. We store the address and created new storage. In Mips, it works because it is valid address that leads to store value to address works.

Q2.

Explain how you guarantee it crashing with what is in proc.

What is in procs is invalid address. If we put the invalid address in the stack, then that would guarantee it crashing.