Reconstruct the top stack frame at breakpoint 1 using output from the various gdb commands (like we did for square.c in the example). Fill in the values in the following template:

Pointers (Register Addresses)	EBP Offset	Address	Name	Description	Value
ESP ->	ebp - 16	0xbffff6e8		First empty memory location	
	ebp - 12	0xbffff6ec			
	ebp - 8	0xbffff6f0	x	Local variable x	0x216
	ebp - 4	0xbffff6f4	y	Local variable y	0x421
EBP->	ebp	0xbffff6f8	Old EBP	EBP register points here	0xbffff6fc
	ebp + 4	0xbffff6fc	Old EIP	Return Instruction Pointer(RIP)	0x8048443
	ebp + 8	0xbffff700	xp	Parameter for Main()	0xbffff708
Bottom of frame ->(also the previous frame's SP)	ebp + 12	0xbffff704	yp	Parameter for main()	0xbffff70c

4. Reconstruct the top stack frame at breakpoint 2.

Pointers (Register Addresses)	EBP Offset	Address	Name	Description	Value
ESP ->	ebp - 40	0xbffff6f0		First empty memory location	
	ebp - 36	0xbffff6f4			
	ebp - 32	0xbffff6f8			
	ebp - 28	0xbffff6fc			
	ebp - 24	0xbffff700			
	ebp - 20	0xbffff704			
	ebp - 16	0xbffff708	a1	Local variable	0x421
	ebp - 12	0xbffff70c	a2	Local variable	0x216
	ebp - 8	0xbffff710	sum	Local variable	0x637
	ebp - 4	0xbffff714	diff	Local variable	0x20b
EBP->	ebp	0xbffff718	Old EBP	EBP register	0x0

				points here	
	ebp + 4	0xbffff71c	Old EIP	Return Instruction pointer (RIP)	0xb7e41a83
	ebp+8	0xbffff720	xp	Parameter for the argcmain()	0x0001
Bottom of frame ->(also the previous frame's SP)	ebp + 12	0xbffff724	yp	Parameter for the argvmain()	0xbffff8d6 -> "/home/user/gdb/swap_n_add"