

Assignment: Subprograms 2

1. Show the stack with all activation record instances, including static and dynamic chains, when execution reaches position 1 in the following skeletal program. Assume Bigsub is at level 1.

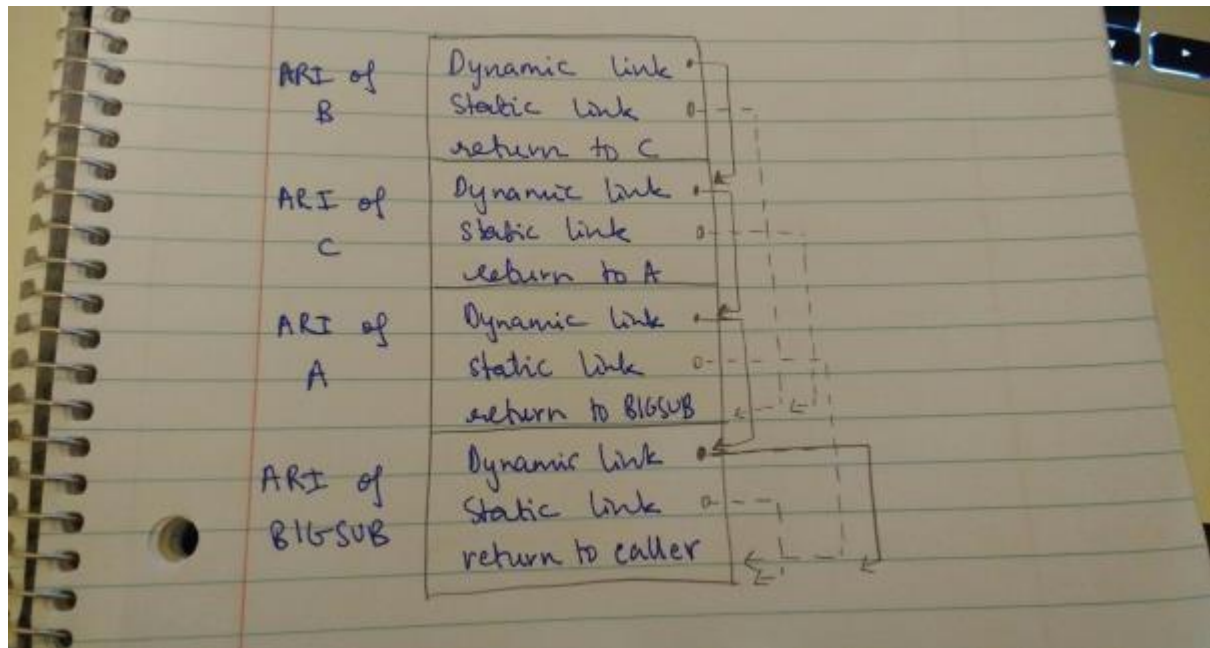
```

procedure Bigsub is
  procedure A is
    procedure B is
      begin -- of B
      ...
    end; -- of B
  procedure C is
    begin -- of C
    ...
    B;
    ...
  end; -- of C

  begin -- of A
  ...
  C;
  ...
end; -- of A
begin -- of Bigsub
...
A;
...
end; -- of Bigsub
  
```

→1

Answer:

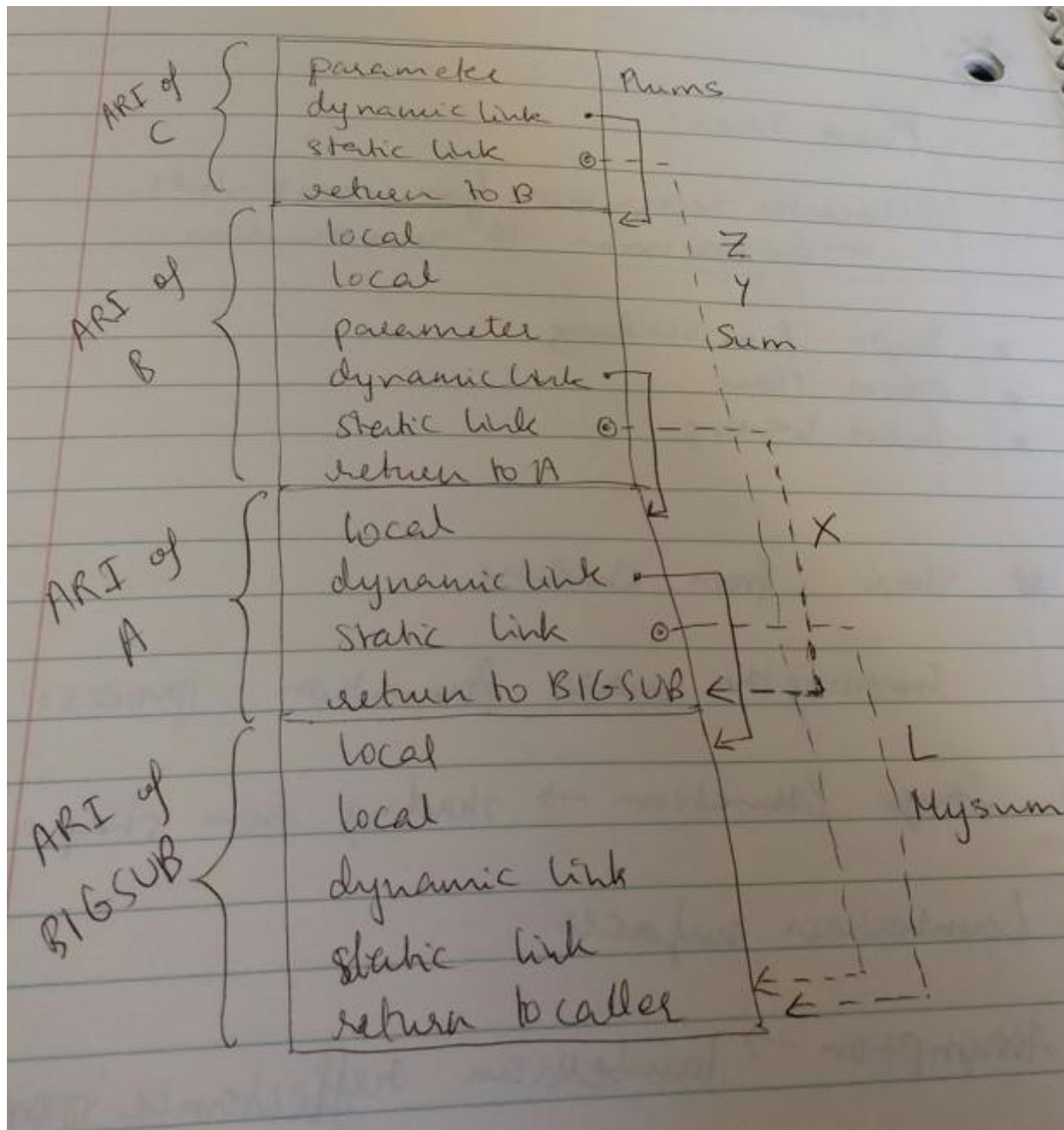


2. Show the stack with all activation record instances, including static and dynamic chains, when execution reaches position 1 in the following skeletal

program. Assume Bigsub is at level 1.

```
procedure Bigsub is
MySum : Float;
procedure A is
X : Integer;
procedure B(Sum : Float) is
Y, Z : Float;
begin -- of B
...
C(Z)
...
end; -- of B
begin -- of A
...
B(X);
...
end; -- of A
procedure C(Plums : Float) is
begin -- of C
...
end; -- of C
L : Float;
begin -- of Bigsub
...
A;
...
end; -- of Bigsub
```

Answer:



3. Show the stack with all activation record instances, including static and dynamic chains, when execution reaches position 1 in the following skeletal program. Assume Bigsub is at level 1.

```

procedure Bigsub is
procedure A(Flag : Boolean) is
procedure B is
...
A(false);
end; -- of B
begin -- of A

```

```

if flag
then B;
else C;
...
end; -- of A
procedure C is
procedure D is
...
end; -- of D
...
D;
end; -- of C
begin -- of Bigsub
...
A (true );
...
end; -- of Bigsub

```

→1

The calling sequence for this program for execution to reach D is

Bigsub calls A

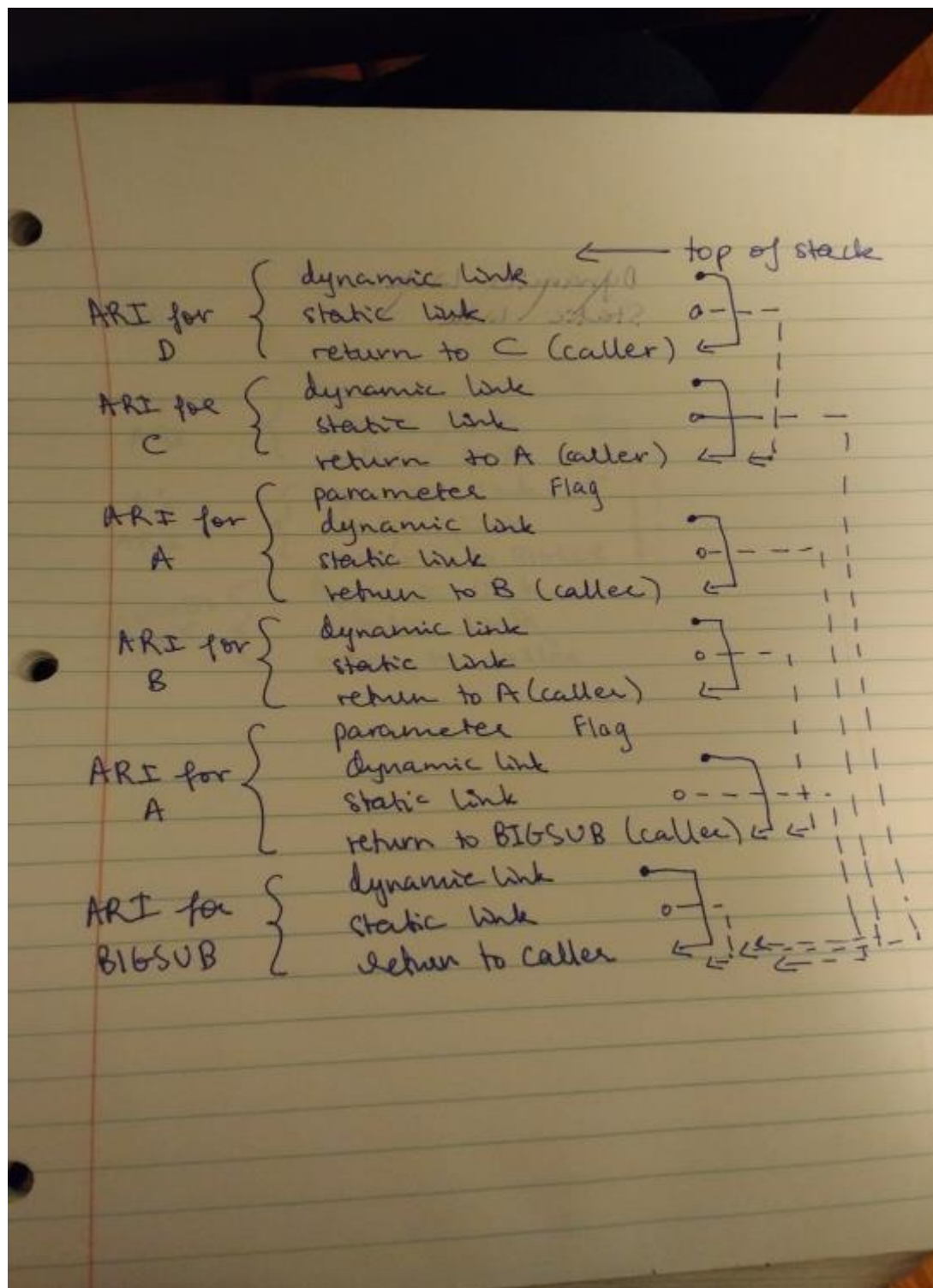
A calls B

B calls A

A calls C

C calls D

Answer:



4. Show the stack with all activation record instances, including the dynamic chain, when execution reaches position 1 in the following skeletal program. This program uses the deep-access method to implement dynamic scoping.

```
void fun1() {
float a;
...
```

```

}
void fun2() {
int b, c;
...
}

```

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```

void fun3() {
float d;
...           →1
}
void main() {
char e, f, g;
...
}

```

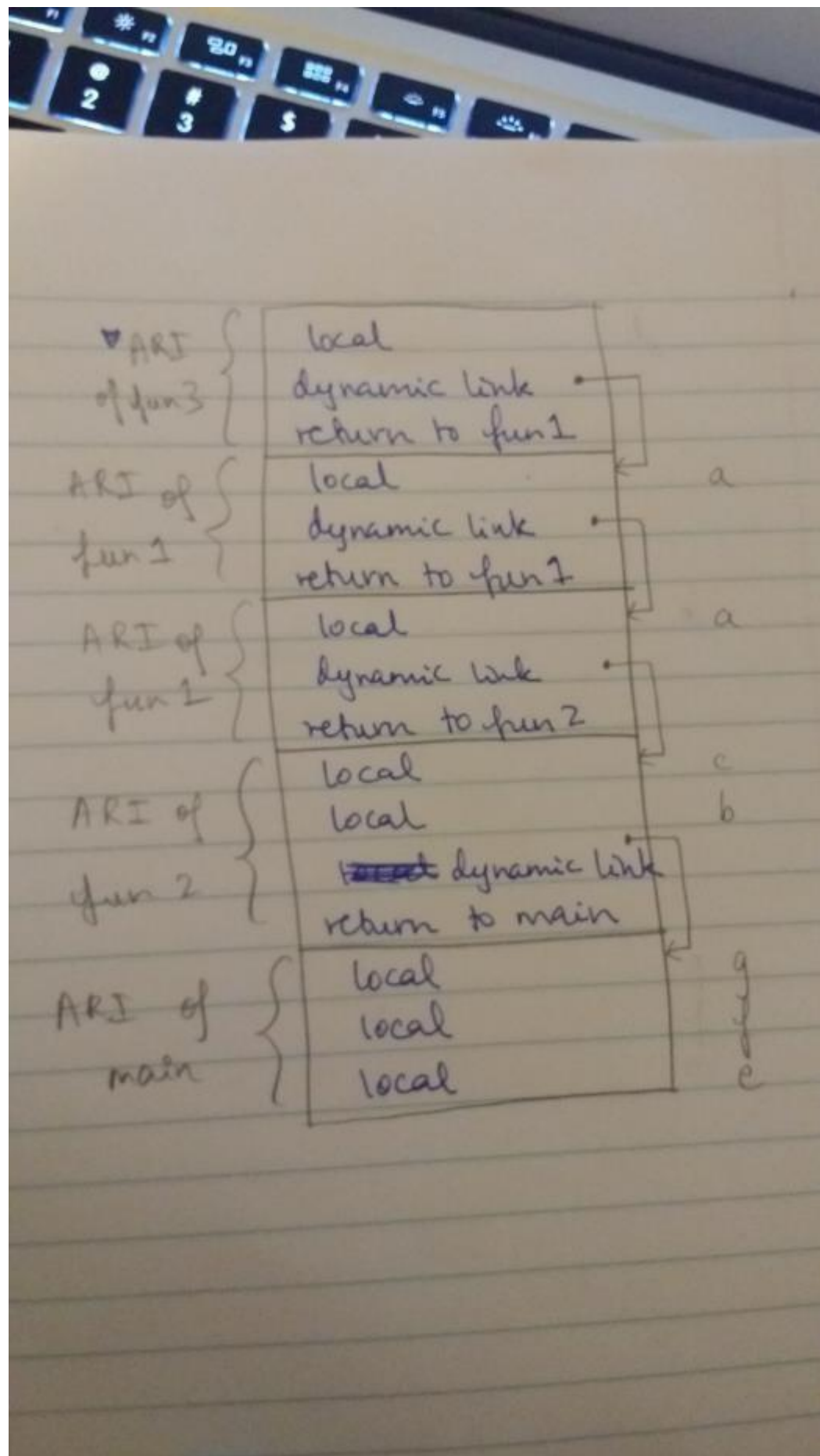
The calling sequence for this program for execution to reach fun3 is

```

main calls fun2
fun2 calls fun1
fun1 calls fun1
fun1 calls fun3

```

Answer:



5. Assume that the program of Problem 4 is implemented using the shallow-access method using a stack for each variable name. Show found its way to that point through the sequence of calls shown in Problem 4.

Answer:

