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1- A) 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.

```

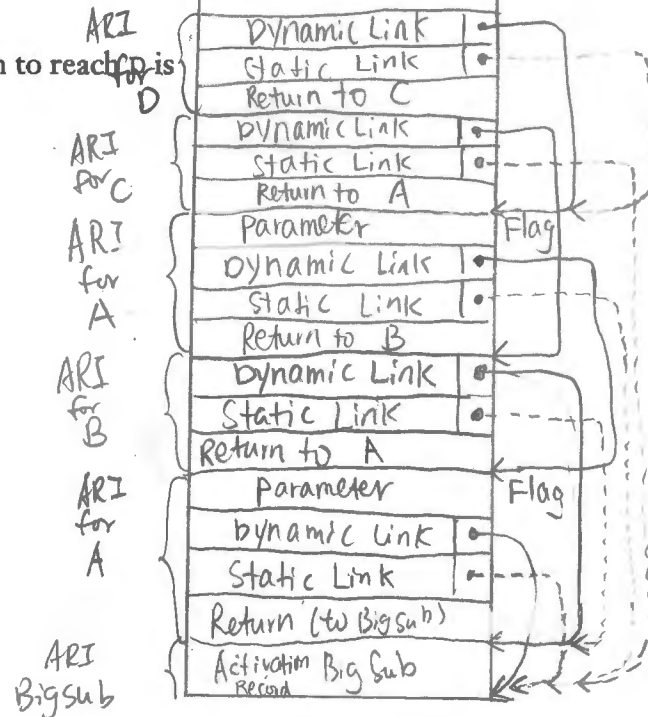
0  procedure Bigsub is
1  procedure A(Flag : Boolean) is
2  procedure B is
    ...
    A(false);
  end; -- of B
  begin -- of A
    if flag
    then B;
    else C;
    ...
  end; -- of A
1  procedure C is
2  procedure D is
    ... ← 1
  end; -- of D
    ...
    D;
  end; -- of C
  begin -- of Bigsub
    ...
    A(true);
    ...
  end; -- of Bigsub

```

The calling sequence for this program for execution to reach 1 is

Bigsub calls A  
 A calls B  
 B calls A  
 A calls C  
 C calls D

Static: → closest parent  
 dynamic: → the caller



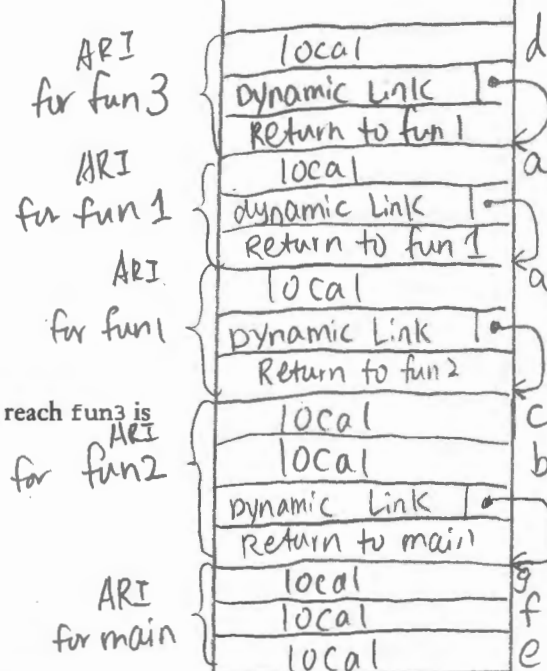
```
void fun1() {
    float a;
    ...
}

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

void fun3() {
    float d;
    ... ←----- 1
}

void main() {
    char e, f, g;
    ...
}
```

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



					fun1	
main	main	main	fun <sup>2</sup>	fun <sup>2</sup>	fun1	fun3
e	f	g	b	c	a	d