

Alex Zaharia		
Task 3: Tracing Some C Programs with a Debugger		
<b>layout_1.c</b>		
<b>Frame#1 - main()</b>		
<b>Variable Name</b>	<b>Value</b>	<b>Address</b>
first	357	0x7ffffffe51c
second	12	0x7ffffffe518
<b>Frame#2 - function_one()</b>		
<b>Variable Name</b>	<b>Value</b>	<b>Address</b>
input	357	0x7ffffffe4ec
<b>layout_2.c</b>		
<b>Frame#2 - function_one()</b>		
<b>Variable Name</b>	<b>Value</b>	<b>Address</b>
input	357	0x7ffffffe4ec
function_one_local	357	0x7ffffffe4fc
<b>Frame#2 - function_two()</b>		
<b>Variable Name</b>	<b>Value</b>	<b>Address</b>
input	0	0x7ffffffe4ec
function_one_local	0	0x7ffffffe4fc
<b>layout_3.c</b>		
<b>Frame#2 - function_one()</b>		
<b>Variable Name</b>	<b>Value</b>	<b>Address</b>
first	0	0x7ffffffe508

nums[0]	0	0x7ffffffe4f0	
nums[1]	1	0x7ffffffe4f4	
nums[2]	2	0x7ffffffe4f8	
nums[3]	3	0x7ffffffe4fc	
nums[4]	4	0x7ffffffe500	
mid	10	0x7ffffffe504	
i	5	0x7ffffffe50c	
<b>layout_4.c</b>			
<b>Frame#2 - function_one()</b>			
<b>Variable Name</b>	<b>Value</b>	<b>Address</b>	<b>IN READ ONLY MEMORY</b>
first	0	0x7ffffffe50c	
s1[0]	3	0x7ffffffe4f0	
s1[1]	5	0x7ffffffe4f1	
s1[2]	7	0x7ffffffe4f2	
s2 or s2[0]	0x400600	0x7ffffffe500	3
s2[1]	0x400601		5
s2[2]	0x400602		7
s2[3]	0x400603		\0