

Alex Zaharia					
Task 3: Tracing Some C Programs with a Debugger					
layout_1.c					
Frame#1 - main()					
Variable Name	Value	Address			
first	357	0x7ffffffe51c			
second	12	0x7ffffffe518			
Frame#2 - function_one()					
Variable Name	Value	Address			
input	357	0x7ffffffe4ec			
layout_2.c					
Frame#2 - function_one()					
Variable Name	Value	Address			
input	357	0x7ffffffe4ec			
function_one_local	357	0x7ffffffe4fc			
Frame#2 - function_two()					
Variable Name	Value	Address			
input	0	0x7ffffffe4ec			
function_one_local	0	0x7ffffffe4fc			
layout_3.c					
Frame#2 - function_one()					
Variable Name	Value	Address			
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			
layout_4.c					
Frame#2 - function_one()					
Variable Name	Value	Address			
first	0	0x7ffffffe50c			
s1[0]	3	0x7ffffffe4f0			
s1[1]	5	0x7ffffffe4f1			
s1[2]	7	0x7ffffffe4f2	(IN READ ONLY MEMORY --> String Literal)		
s2 or s2[0]	0x400600	0x7ffffffe500	3		
s2[1]	0x400601		5		
s2[2]	0x400602		7		
s2[3]	0x400603		\0		