```c
// location.c

int f(int x, char c, int *p);

int g() {
  int i;
  int a[10];
  char *str = "hello";
  int result = f(a[4], str[1], &i);
  return result;
}
```

....

```
#location.s

g:
        pushl   %ebp
        movl    %esp, %ebp
        subl    $88, %esp
        movl    $.LC0, -16(%ebp)
        movl    -16(%ebp), %eax
        addl    $1, %eax
        movzbl  (%eax), %eax
        movsbl  %al, %edx
        movl    -44(%ebp), %eax
        leal    -20(%ebp), %ecx
        movl    %ecx, 8(%esp)
        movl    %edx, 4(%esp)
        movl    %eax, (%esp)
        call    f
        movl    %eax, -12(%ebp)
        movl    -12(%ebp), %eax
        leave
        ret
```

Where are a[], i, and the string located in the call frame? (relative to ebp)