Activity 1 CSCI 331: Fall 2023

Your name: \_\_\_\_\_

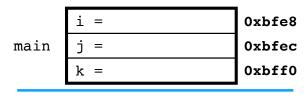
\_\_\_\_C Activity \_\_\_\_\_

In this activity, you will simulate the effect of the following program on program memory.

```
1 #include <stdio.h>
2
3 int main() {
    int i = 10, j = 0, \star k;
4
   k = &i;
5
    *k = 20;
6
    k = &j;
7
    *k = i;
8
    printf("i = %d,\nj = %d,\n*k = %d\n", i, j, *k);
9
    return 0;
10
11 }
```

Fill the diagrams below with their appropriate values. Note that the given addresses are arbitrary.

Q1. What is the state of the stack after line 4 is executed?

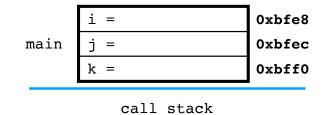


Q2. What is the state of the stack after line 5 is executed?

main	i =	<b>0xbfe8</b>
	j =	<b>0xbfec</b>
	k =	0xbff0

call stack

Q3. What is the state of the stack after line 6 is executed?



Q4. What is the state of the stack after line 7 is executed?

main	i =	<b>0xbfe8</b>
	j =	<b>0xbfec</b>
	k =	0xbff0
		•

call stack

Q5. What is the state of the stack after line 8 is executed?

main	i =	<b>0xbfe8</b>
	j =	<b>0xbfec</b>
	k =	0xbff0
		•

call stack

Q6. What string is printed on the console?

Q7. Does this program contain any static data (like string literals)? If so, write them down.