

**In-Class (Memory contents during function calls)**

Show the memory contents (runtime stack) at the 3 times specified in the code. Assume main frame pointer=#5000 and address of instruction foo in main is #3000. Show Frame pointer contents (R5) at each time.

```
// header stuff

int foo(int n) {
    int x1=5;
    int i;
    /* Time 1 */
    i= n*x1;
    return i; /* Time 2 - at return, before RET executed */
}

int main()
{ int i=3;
  int j;
  j=foo(i);
  /* Time 3 */
  return 0;
}
```

Address	Time1 (identifier, value)	Time 2 (identifier, value)	Time 3 (identifier, value)
...			
...			
...			
#4986			
#4987			
#4988			
#4989			
#4990			
#4991			
#4992			
#4993			
#4994			
#4995			
#4996			
#4997			
#4998			
#4999			
#5000			
#5001			
...			

