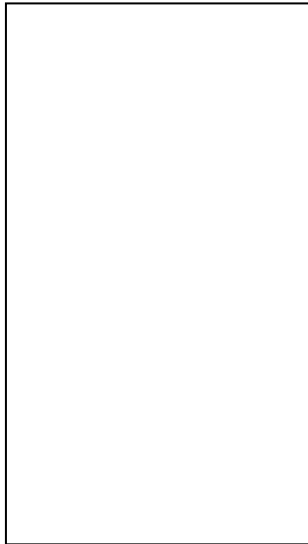
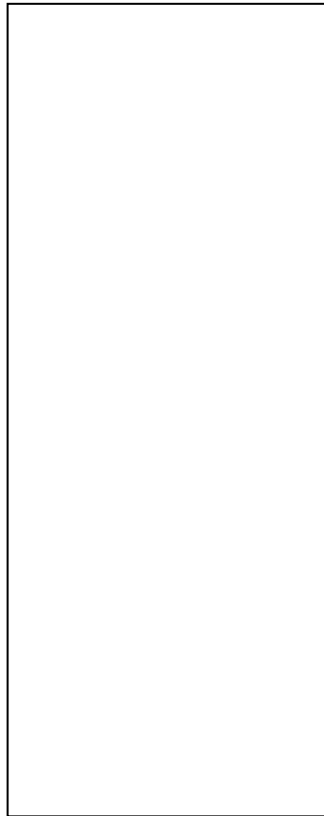


The TinyJ Virtual Machine's Memory (VM Registers are Not Shown)

**STATICALLY
ALLOCATED
DATA MEMORY**



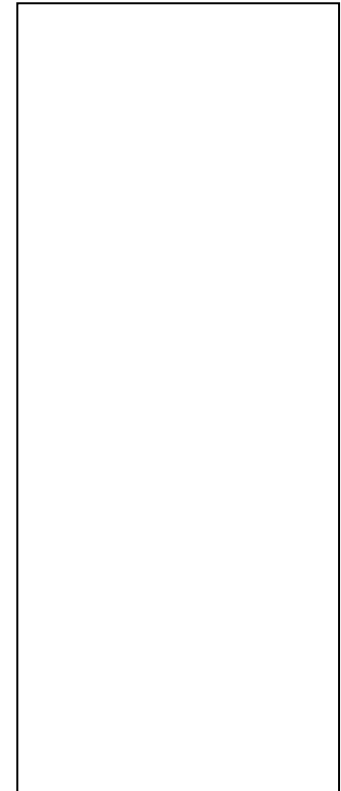
**STACK-
ALLOCATED
DATA MEMORY**



**HEAP-
DYNAMICALLY
ALLOCATED
DATA MEMORY**



CODE MEMORY



EXPRSTACK



An Example: Which memory locations are statically allocated for the following TinyJ program? What variables / data are they allocated to / for?

	address	Data Memory	allocated to / for:
<pre>import java.util.Scanner; class Simple { static Scanner input = new Scanner(System.in); static int x, y = 10, z; public static void main(String args[]) { System.out.print("Enter x: "); x = input.nextInt(); f(17, y, x-y); System.out.println(y + f(21,22,23)); } static int f (int a, int b, int c) { int v[], w, u = x; System.out.print("in f! "); return y - a % u; } }</pre>			

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class Simple {			
static Scanner input			
= new Scanner(System.in);			
static int x, y = 10, z;			
public static void main(String args[])			
{			
System.out.print("Enter x: ");			
x = input.nextInt();			
f(17, y, x-y);			
System.out.println(y + f(21,22,23));			
}			
static int f (int a, int b, int c)			
{			
int v[], w, u = x;			
System.out.print("in f! ");			
return y - a % u;			
}			
}			

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	address	Data Memory	allocated to / for:
<code>import java.util.Scanner;</code>			
<code>class Simple {</code>	0		x
<code> static Scanner input</code>	1		y
<code> = new Scanner(System.in);</code>			
<code> static int x, y = 10, z;</code>			
<code> public static void main(String args[])</code>			
<code> {</code>			
<code> System.out.print("Enter x: ");</code>			
<code> x = input.nextInt();</code>			
<code> f(17, y, x-y);</code>			
<code> System.out.println(y + f(21,22,23));</code>			
<code> }</code>			
<code> static int f (int a, int b, int c)</code>			
<code> {</code>			
<code> int v[], w, u = x;</code>			
<code> System.out.print("in f! ");</code>			
<code> return y - a % u;</code>			
<code> }</code>			
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<code>import java.util.Scanner;</code>			
<code>class Simple {</code>			
<code> static Scanner input</code>	0		x
<code> = new Scanner(System.in);</code>	1		y
<code>static int x, y = 10, z;</code>	2		z
<code>public static void main(String args[])</code>			
<code>{</code>			
<code> System.out.print("Enter x: ");</code>			
<code> x = input.nextInt();</code>			
<code> f(17, y, x-y);</code>			
<code> System.out.println(y + f(21,22,23));</code>			
<code>}</code>			
<code>static int f (int a, int b, int c)</code>			
<code>{</code>			
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	address	Data Memory	allocated to / for:
<code>import java.util.Scanner;</code>	0		x
<code>class Simple {</code>	1		y
<code>static Scanner input</code>	2		z
<code>= new Scanner(System.in);</code>	3		'E'
<code>static int x, y = 10, z;</code>	4		'n'
<code>public static void main(String args[])</code>	5		't'
{	6		'e'
<code>System.out.print("Enter x: ");</code>	7		'r'
<code>x = input.nextInt();</code>	8		','
<code>f(17, y, x-y);</code>	9		'x'
<code>System.out.println(y + f(21,22,23));</code>	10		':'
}	11		','
<code>static int f (int a, int b, int c)</code>			
{			
<code>int v[], w, u = x;</code>			
<code>System.out.print("in f! ");</code>			
<code>return y - a % u;</code>			
}			
}			

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	address	Data Memory	allocated to / for:
<code>import java.util.Scanner;</code>	0		x
<code>class Simple {</code>	1		y
<code> static Scanner input</code>	2		z
<code> = new Scanner(System.in);</code>	3		'E'
<code> static int x, y = 10, z;</code>	4		'n'
<code> public static void main(String args[])</code>	5		't'
<code> {</code>	6		'e'
<code> System.out.print("Enter x: ");</code>	7		'r'
<code> x = input.nextInt();</code>	8		','
<code> f(17, y, x-y);</code>	9		'x'
<code> System.out.println(y + f(21,22,23));</code>	10		':'
<code> }</code>	11		','
<code> static int f (int a, int b, int c)</code>	12		'i'
<code> {</code>	13		'n'
<code> int v[], w, u = x;</code>	14		','
<code> System.out.print("in f! ");</code>	15		'f'
<code> return y - a % u;</code>	16		':'
<code> }</code>	17		','
<code>}</code>			

An Example: Which memory locations are statically allocated for the following TinyJ program? What variables / data are they allocated to / for?

```
import java.util.Scanner;

class Simple {
    static Scanner input
        = new Scanner(System.in);

    static int x, y = 10, z;

    public static void main(String args[])
    {
        System.out.print("Enter x: ");
        x = input.nextInt();
        f(17, y, x-y);
        System.out.println(y + f(21,22,23));
    }

    static int f (int a, int b, int c)
    {
        int v[], w, u = x;
        System.out.print("in f! ");
        return y - a % u;
    }
}
```

Answer: 18 locations are statically allocated as shown above.

address	Data Memory	allocated to / for:
0		x
1		y
2		z
3		'E'
4		'n'
5		't'
6		'e'
7		'r'
8		':'
9		'x'
10		':'
11		':'
12		'i'
13		'n'
14		':'
15		'f'
16		':'
17		':'

An Example: How many locations are allocated for each stackframe of the following function, and what stackframe offset is given to each formal parameter and each local variable declared in the body?

int my_func(int x, int[] y, int z) ANSWER:

```
{
    int a, b[];
    if ( ... ) {
        int c, d[];
        ...
    }
    else {
        int e, f;
        ...
        int g;
        ...
    }
    ...
    int h, i, j, k;
    ...
}
```

An Example: How many locations are allocated for each stackframe of the following function, and what stackframe offset is given to each formal parameter and each local variable declared in the body?

`int my_func(int x, int[] y, int z)` **ANSWER: 11**

```
{
    int a, b[];
    if ( ... ) {
        int c, d[];
        ...
    }
    else {
        int e, f;
        ...
        int g;
        ...
    }
    ...
    int h, i, j, k;
    ...
}
```

See pp. 3-4 of the following document (which is on Brightspace):
Memory-allocation-VM-instruction-set-and-hints-for-asn-2.pdf

An Example: How many locations are allocated for each stackframe of the following function, and what stackframe offset is given to each formal parameter and each local variable declared in the body?

int my_func(int x, int[] y, int z) ANSWER: 11

	Stackframe of any call of my_func	allocated to
<pre>{ int a, b[]; if (...) { int c, d[]; ... } else { int e, f; ... int g; ... } ... int h, i, j, k; ... }</pre>		

An Example: How many locations are allocated for each stackframe of the following function, and what stackframe offset is given to each formal parameter and each local variable declared in the body?

int my_func(int x, int[] y, int z) ANSWER: 11

```
{
  int a, b[];
  if ( ... ) {
    int c, d[];
    ...
  }
  else {
    int e, f;
    ...
    int g;
    ...
  }
  ...
  int h, i, j, k;
  ...
}
```

Stackframe of any
call of my_func

offset

-1

0



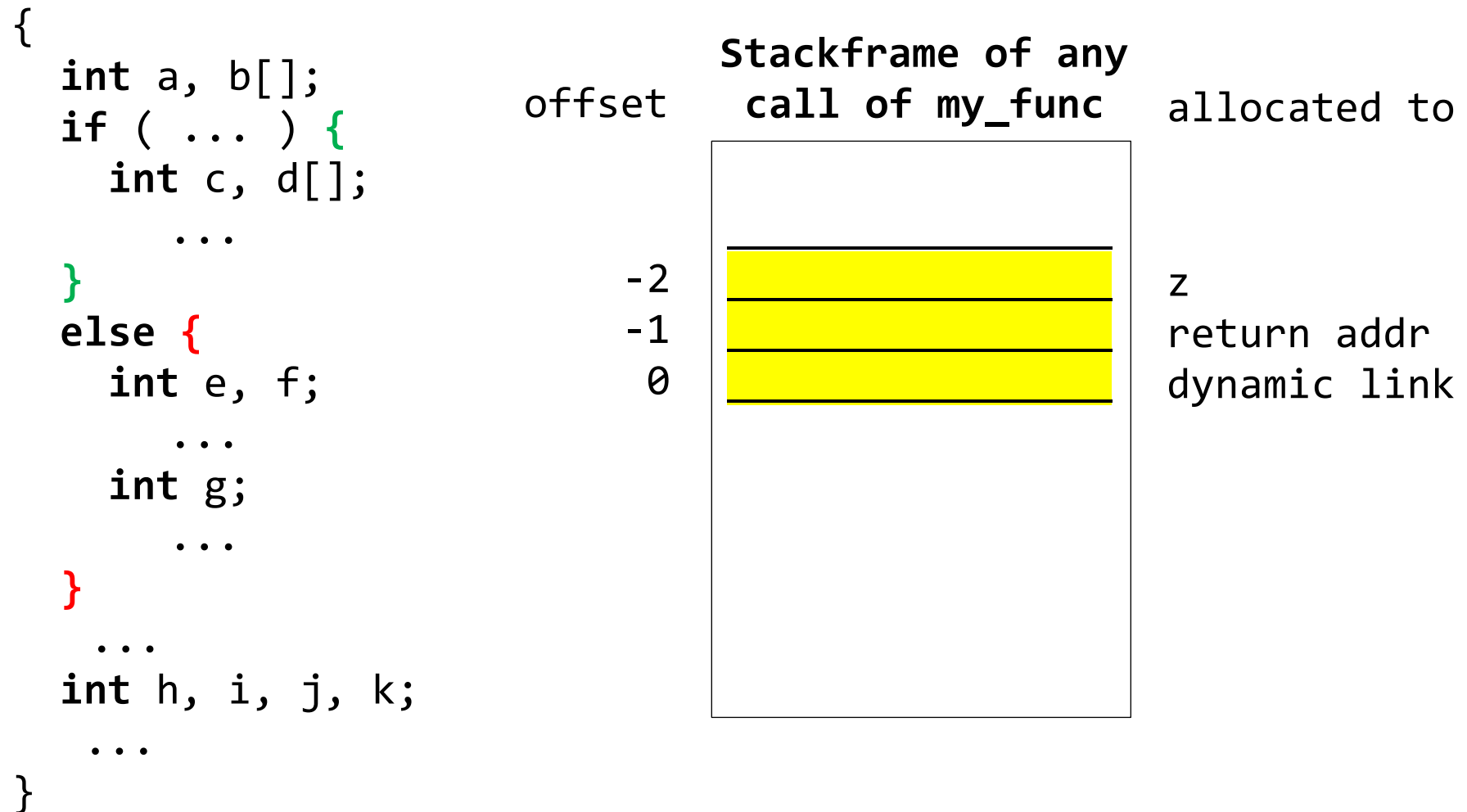
allocated to

return addr

dynamic link

An Example: How many locations are allocated for each stackframe of the following function, and what stackframe offset is given to each formal parameter and each local variable declared in the body?

`int my_func(int x, int[] y, int z)` **ANSWER: 11**



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`int my_func(int x, int[] y, int z)` **ANSWER: 11**

	offset	Stackframe of any call of my_func	allocated to
<code>int a, b[];</code>			
<code>if (...) {</code>			
<code>int c, d[];</code>	-3		y
<code>...</code>	-2		z
<code>}</code>	-1		return addr
<code>else {</code>	0		dynamic link
<code>int e, f;</code>			
<code>...</code>			
<code>int g;</code>			
<code>...</code>			
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<code>int a, b[];</code>	-4		x
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<code>...</code>	-1		return addr
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<code>else {</code>	+1		a
<code>int e, f;</code>			
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<code>...</code>	+3		c
<code>int g;</code>	+4		d
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<code>...</code>	-1		return addr
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<code>...</code>	+3		c, e
<code>int g;</code>	+4		d
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<code>...</code>	+3		c, e
<code>int g;</code>	+4		d, f
<code>...</code>	+5		g
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<code>}</code>	0		dynamic link
<code>else {</code>	+1		a
<code>int e, f;</code>	+2		b
<code>...</code>	+3		c, e, h
<code>int g;</code>	+4		d, f, i
<code>...</code>	+5		g
<code>}</code>			
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<code>if (...) {</code>	-3		y
<code>int c, d[];</code>	-2		z
<code>...</code>	-1		return addr
<code>}</code>	0		dynamic link
<code>else {</code>	+1		a
<code>int e, f;</code>	+2		b
<code>...</code>	+3		c, e, h
<code>int g;</code>	+4		d, f, i
<code>...</code>	+5		g, j
<code>}</code>			
<code>...</code>			
<code>int h, i, j, k;</code>			
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<code>int c, d[];</code>	-2		z
<code>...</code>	-1		return addr
<code>}</code>	0		dynamic link
<code>else {</code>	+1		a
<code>int e, f;</code>	+2		b
<code>...</code>	+3		c, e, h
<code>int g;</code>	+4		d, f, i
<code>...</code>	+5		g, j
<code>}</code>	+6		k
<code>...</code>			
<code>int h, i, j, k;</code>			
<code>...</code>			
<code>}</code>			

Example of Stack Allocation

See p. 4 of the following document (which is on Brightspace):

Memory-allocation-VM-instruction-set-and-hints-for-asn-2.pdf

How are stackframes allocated and deallocated during execution of the following sequence of calls and returns?

- (1) `main()` is called
- (2) `main()` calls `f()`
- (3) `f()` calls `g()`
- (4) `g()` calls `h()`
- (5) `h()` calls `f()`
- (6) `f()` returns control to `h()`
- (7) `h()` returns control to `g()`
- (8) `g()` calls `f()`

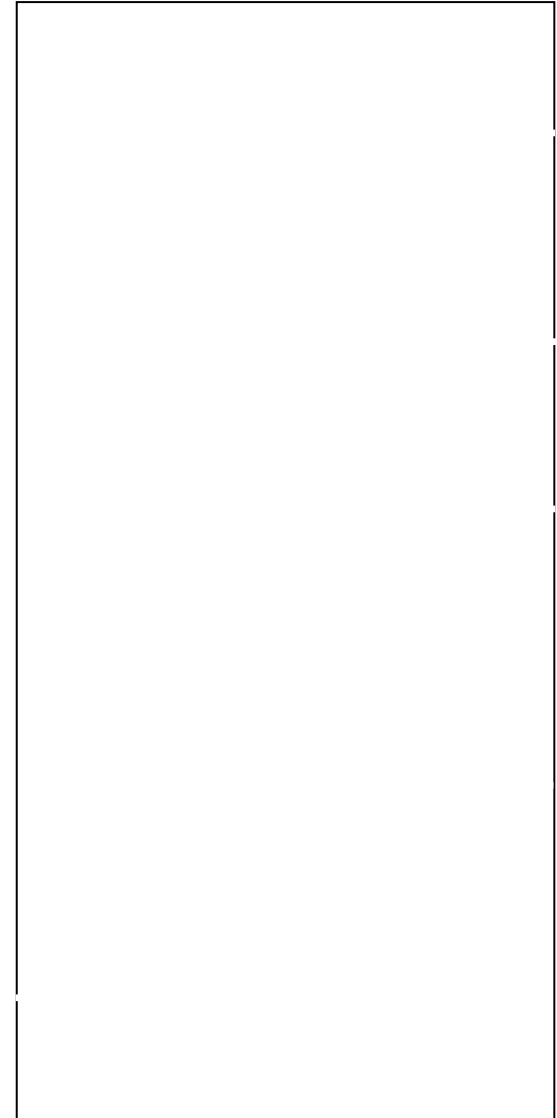
Example of Stack Allocation

See p. 4 of the following document (which is on Brightspace):

Memory-allocation-VM-instruction-set-and-hints-for-asn-2.pdf

**Stack-Allocated
Data Memory**

```
(1) main() is called
(2)  main() calls f()
(3)   f() calls g()
(4)    g() calls h()
(5)     h() calls f()
(6)      f() returns control to h()
(7)       h() returns control to g()
(8)        g() calls f()
```



Example of Stack Allocation

See p. 4 of the following document (which is on Brightspace):

Memory-allocation-VM-instruction-set-and-hints-for-asn-2.pdf

Stack-Allocated Data Memory

main()'s stackframe

- (1) main() is called
- (2) main() calls f()
- (3) f() calls g()
- (4) g() calls h()
- (5) h() calls f()
- (6) f() returns control to h()
- (7) h() returns control to g()
- (8) g() calls f()

Example of Stack Allocation

See p. 4 of the following document (which is on Brightspace):

Memory-allocation-VM-instruction-set-and-hints-for-asn-2.pdf

Stack-Allocated Data Memory

- (1) `main()` is called
- (2) `main()` calls `f()`
- (3) `f()` calls `g()`
- (4) `g()` calls `h()`
- (5) `h()` calls `f()`
- (6) `f()` returns control to `h()`
- (7) `h()` returns control to `g()`
- (8) `g()` calls `f()`

`main()`'s stackframe

`f()`'s stackframe

Example of Stack Allocation

See p. 4 of the following document (which is on Brightspace):

Memory-allocation-VM-instruction-set-and-hints-for-asn-2.pdf

Stack-Allocated Data Memory

- (1) `main()` is called
- (2) `main()` calls `f()`
- (3) `f()` calls `g()`
- (4) `g()` calls `h()`
- (5) `h()` calls `f()`
- (6) `f()` returns control to `h()`
- (7) `h()` returns control to `g()`
- (8) `g()` calls `f()`

`main()`'s stackframe

`f()`'s stackframe

`g()`'s stackframe

Example of Stack Allocation

See p. 4 of the following document (which is on Brightspace):

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`f()`'s stackframe

`g()`'s stackframe

`f()`'s stackframe
