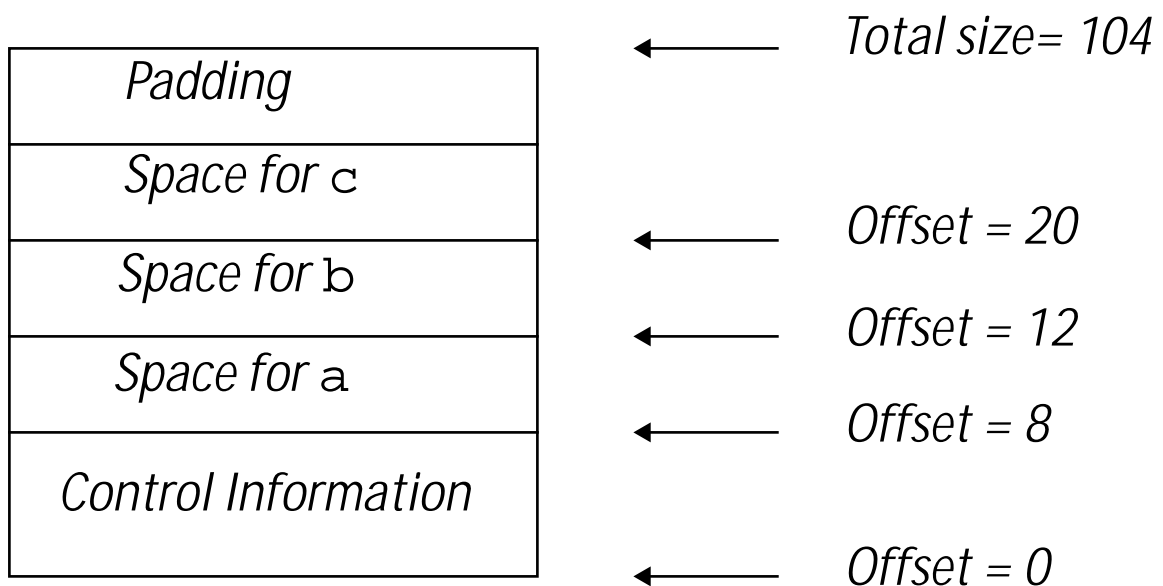


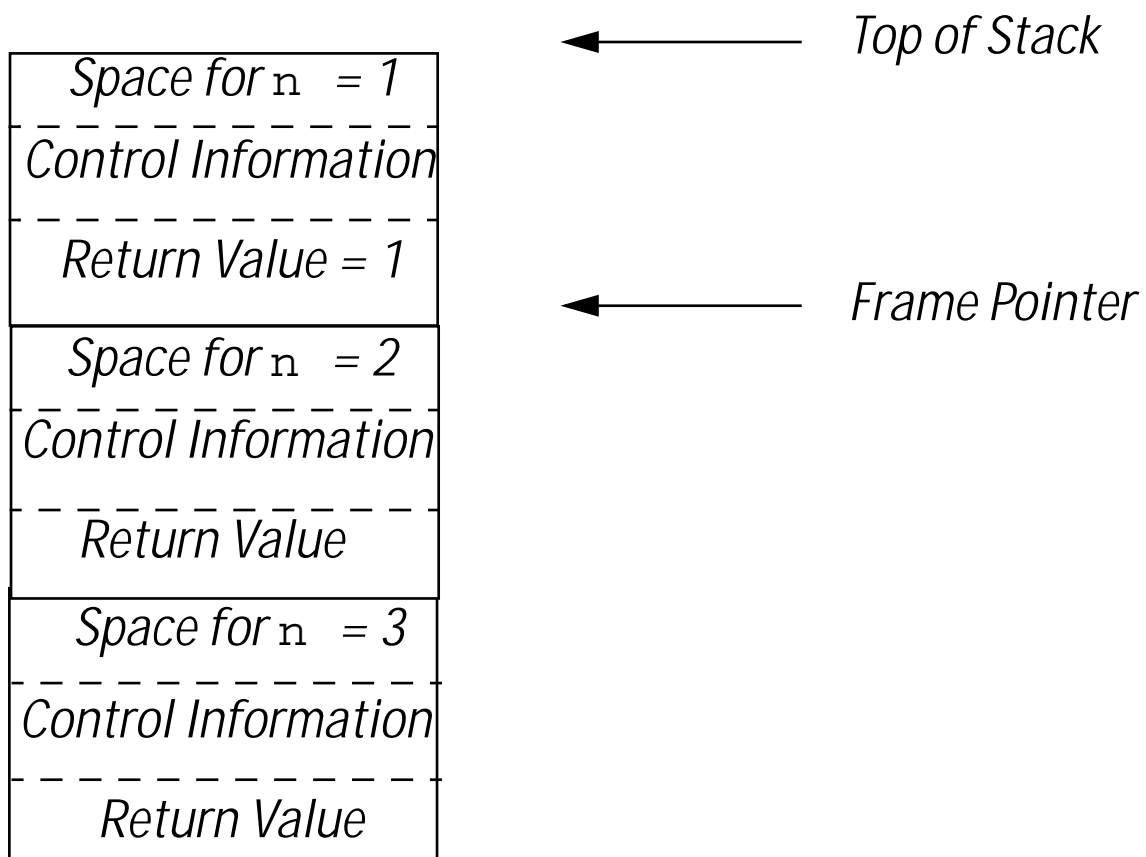
Stack Frames

```
p(int a) {  
    double b;  
    double c[10];  
    b = c[a] * 2.51;  
}
```

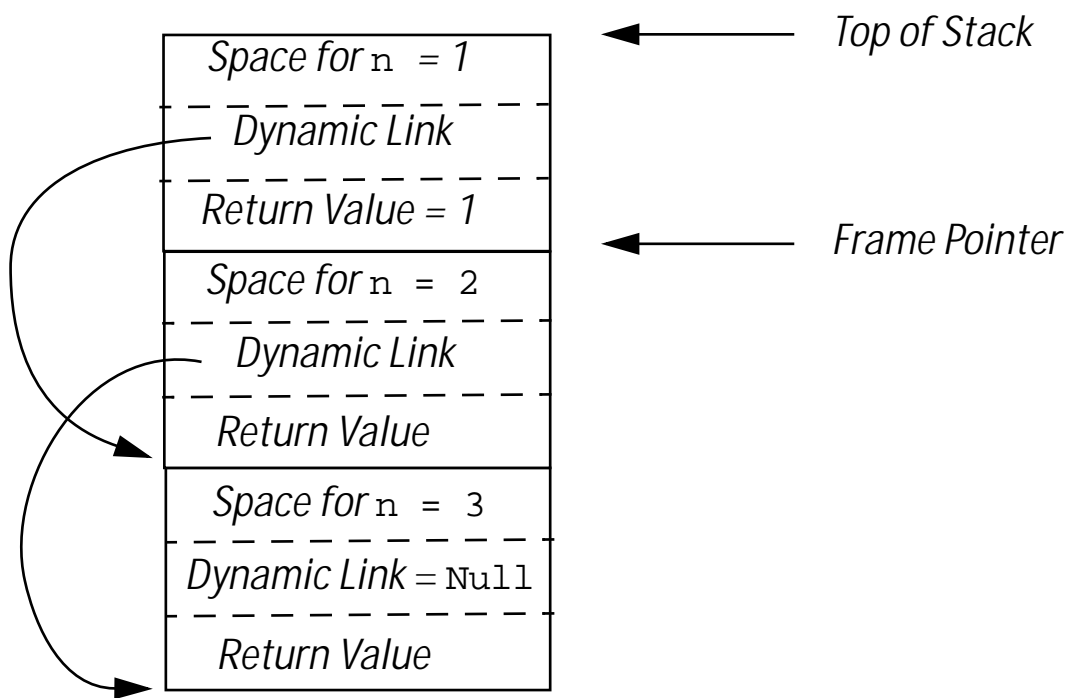


Accessing Frames at Run-time

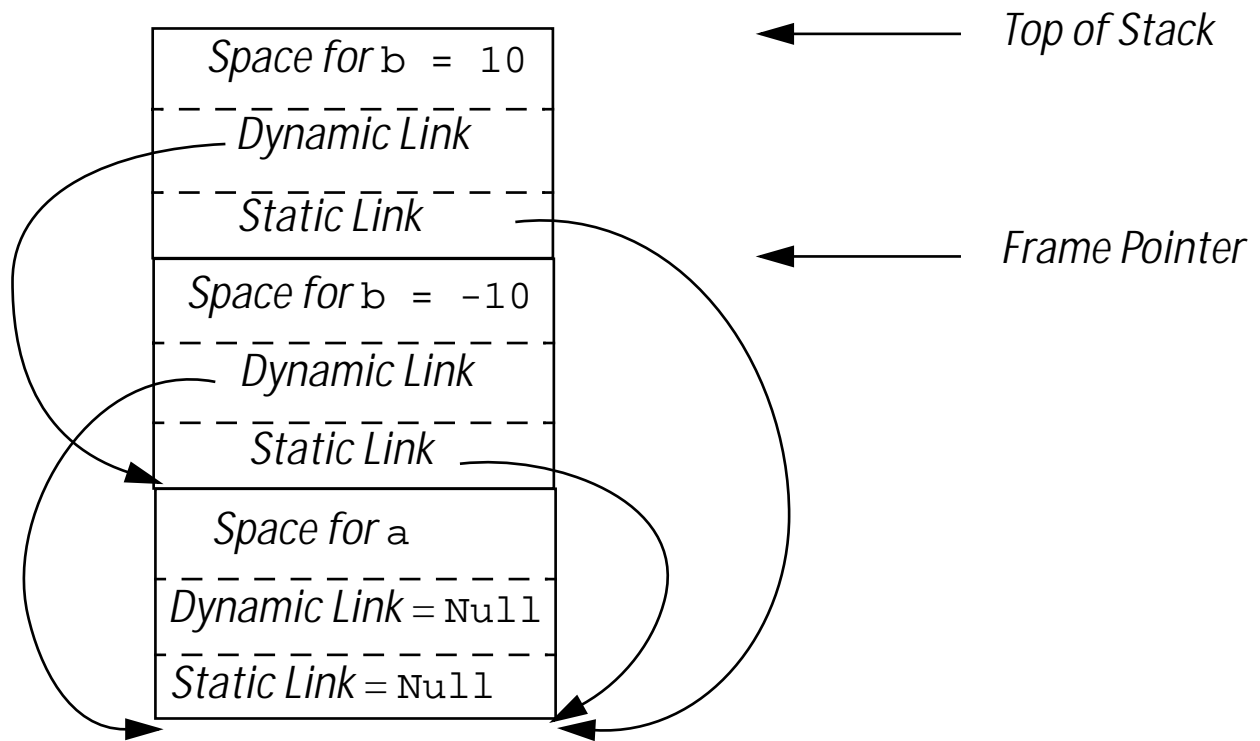
```
int fact(int n) {  
    if (n > 1)  
        return n * fact(n-1);  
    elsereturn 1;  
}
```



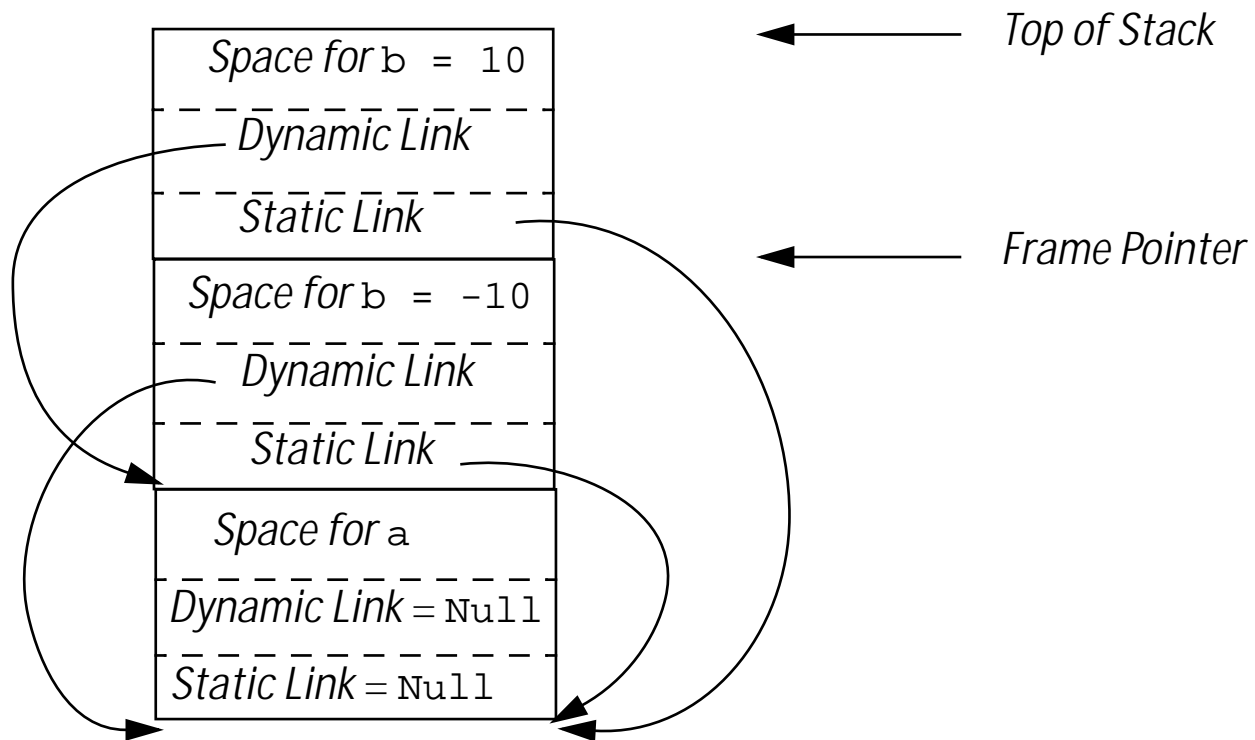
Dynamic Links



Static Links

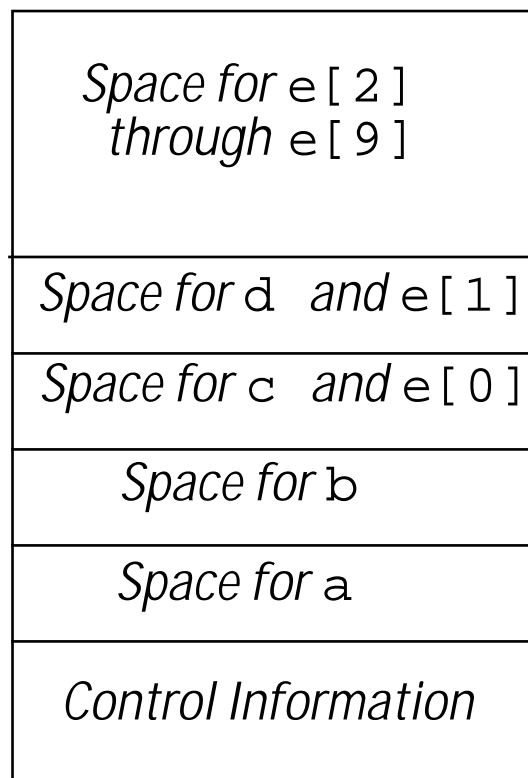


Using Display Registers



Procedure-level Allocation for Blocks

```
void p(int a) {  
    int b;  
    if (a > 0)  
        {float c, d;  
         // Body of block 1 }  
    else {int e[10];  
         // Body of block 2 }  
}
```



Handling Classes and Objects

```
class k {  
    int a;  
    int sum(){  
        int b;  
        return a+b;  
    }  
}
```

