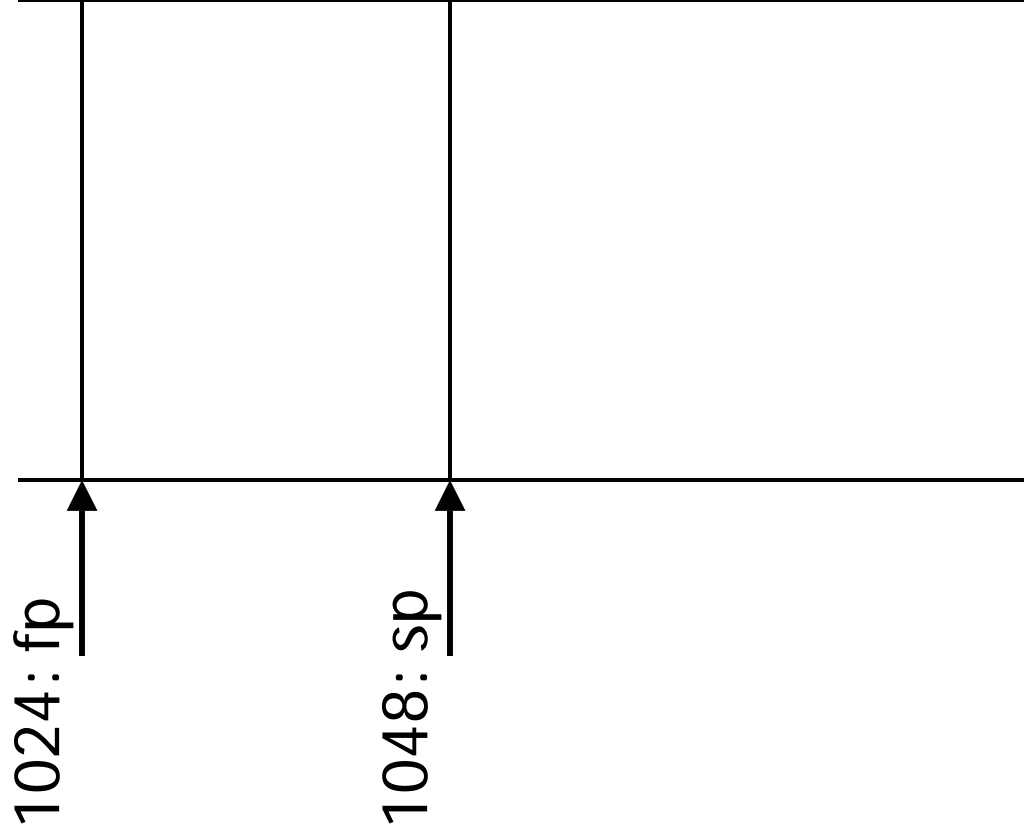


## Beispiel: Codeerzeugung f. Methoden



```
void m1 ()  
    char c;  
    {...}  
  
void m2 (int i)  
    int j;  
    {...}  
...  
void main () ... {  
    m10;  
    ...  
    m2(1);  
}  
...
```

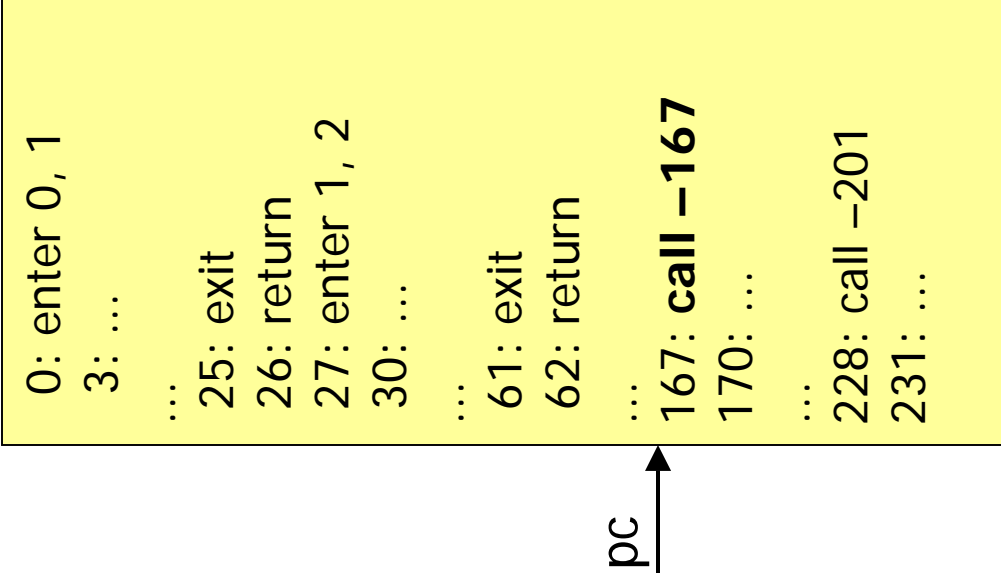
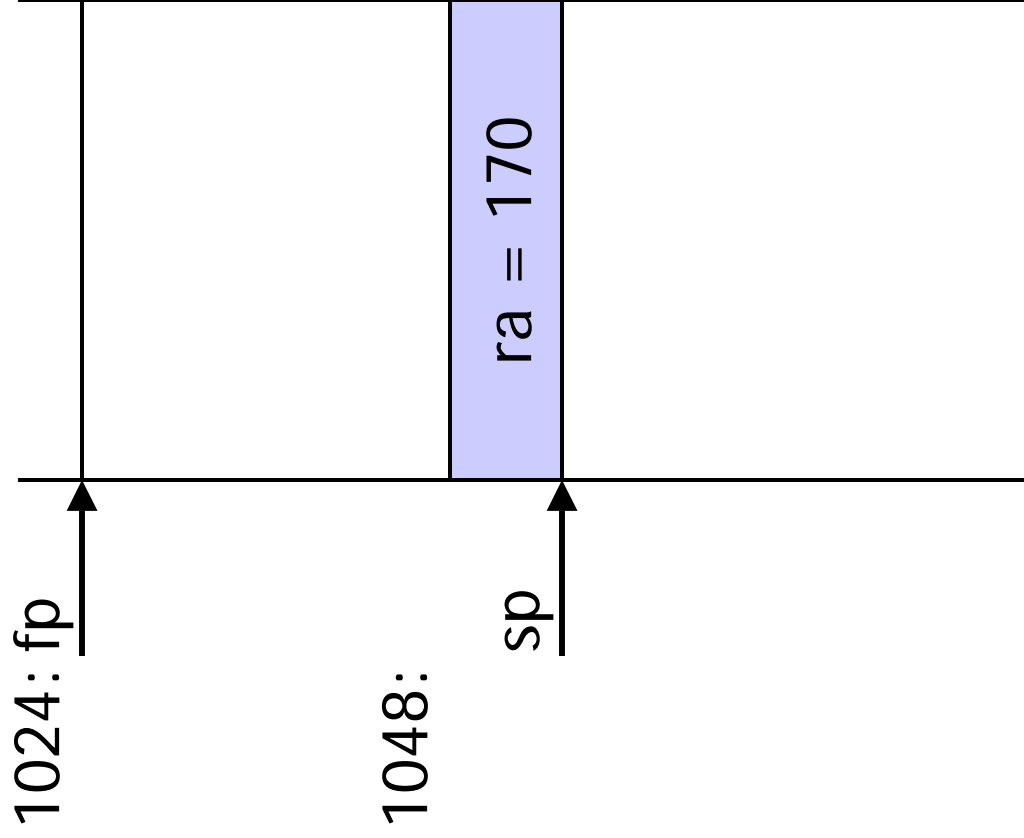
# Methodenaufruf m1



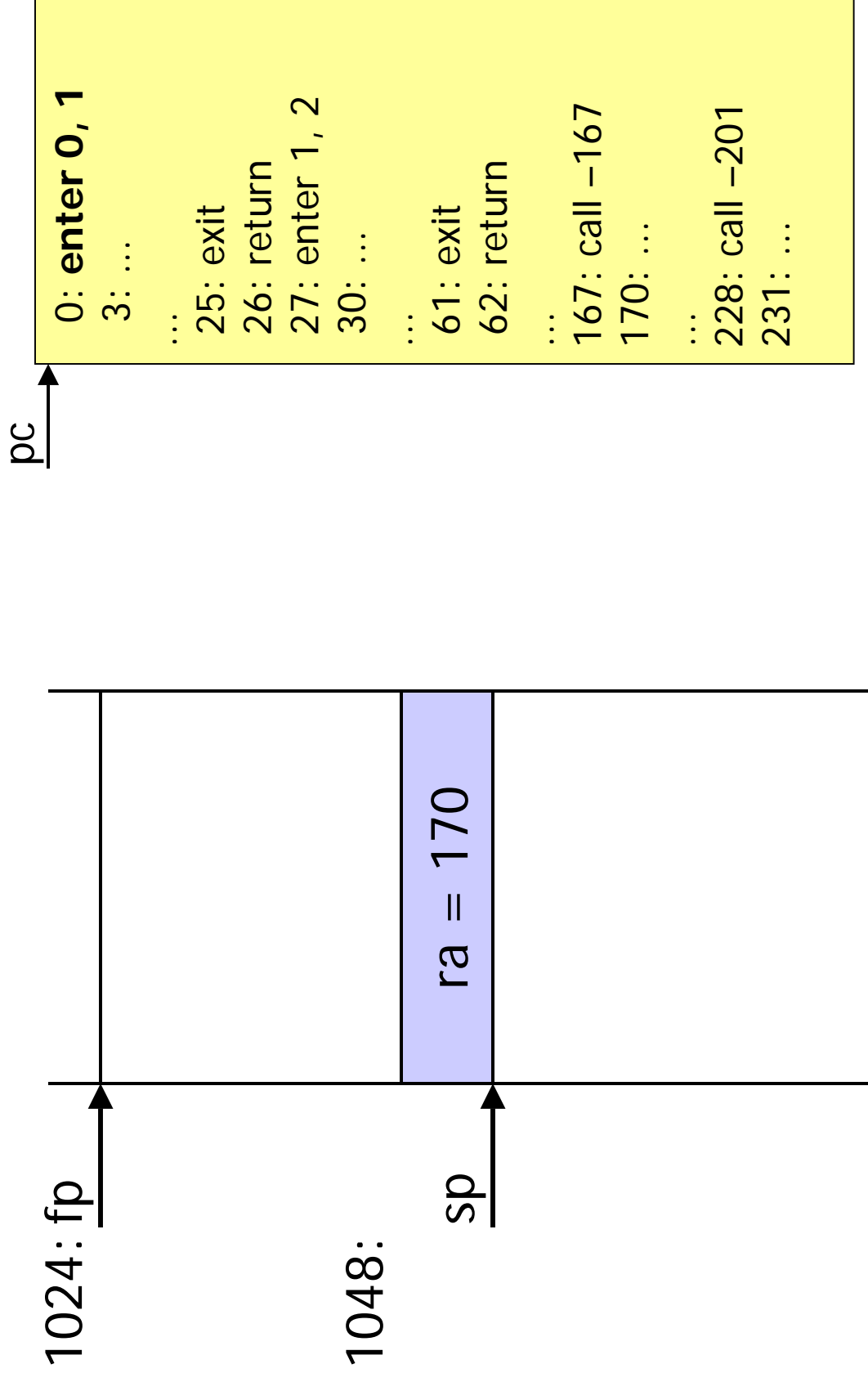
0: enter 0, 1  
3: ...  
...  
25: exit  
26: return  
27: enter 1, 2  
30: ...  
...  
61: exit  
62: return  
...  
**167: call -167**  
170: ...  
...  
228: call -201  
231: ...

pc →

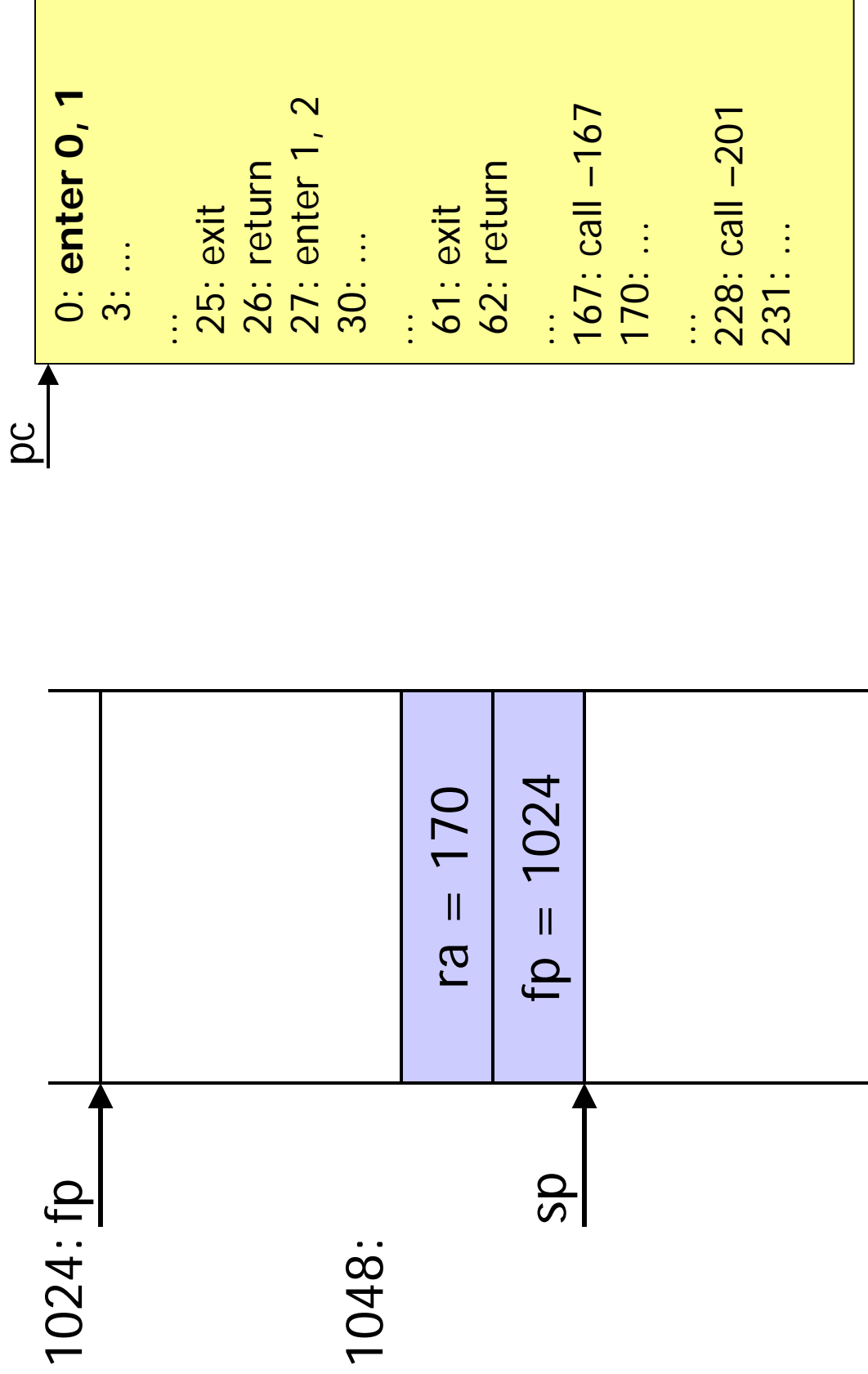
# Methodenaufruf m1



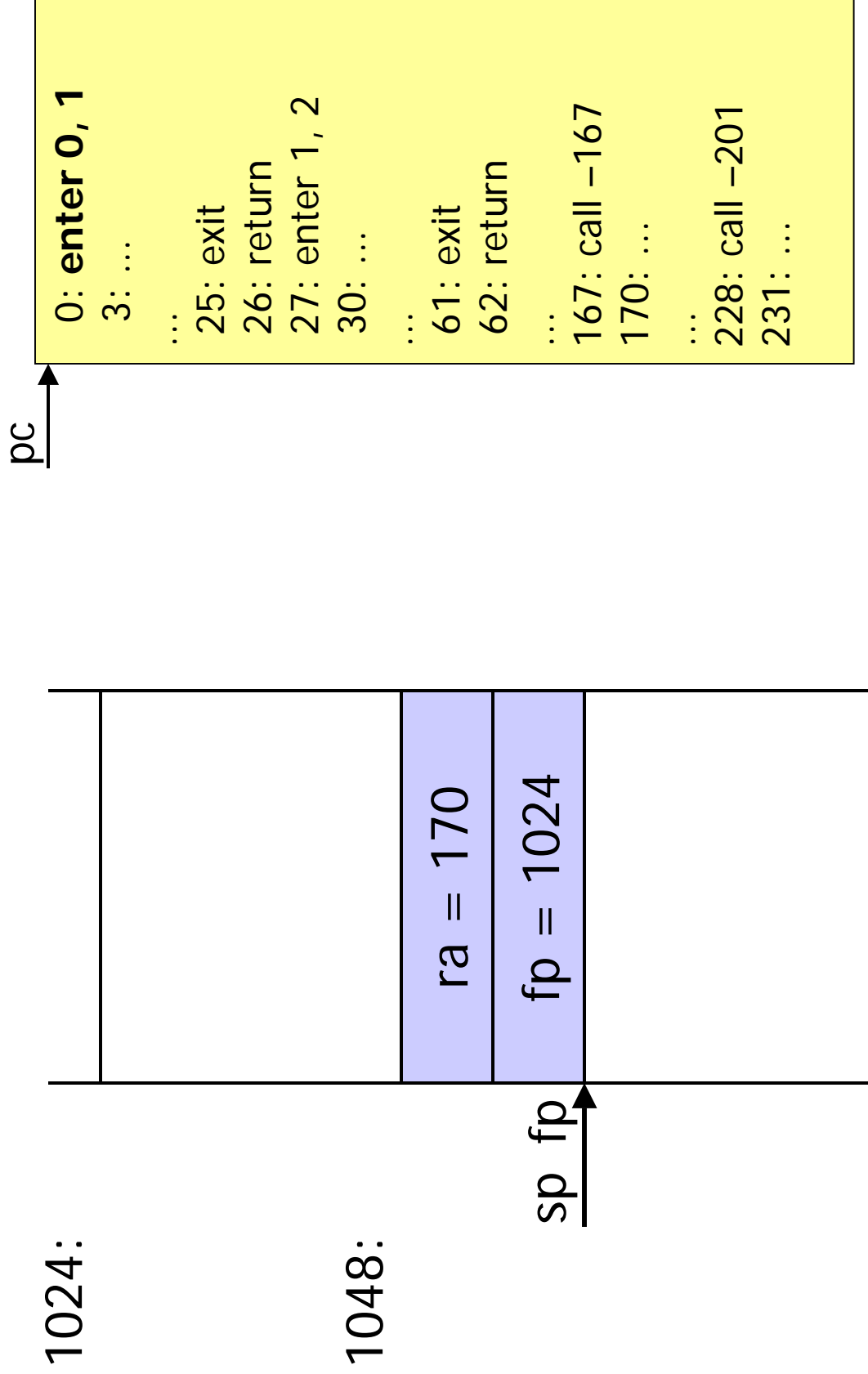
# Einsprung in Methode m1



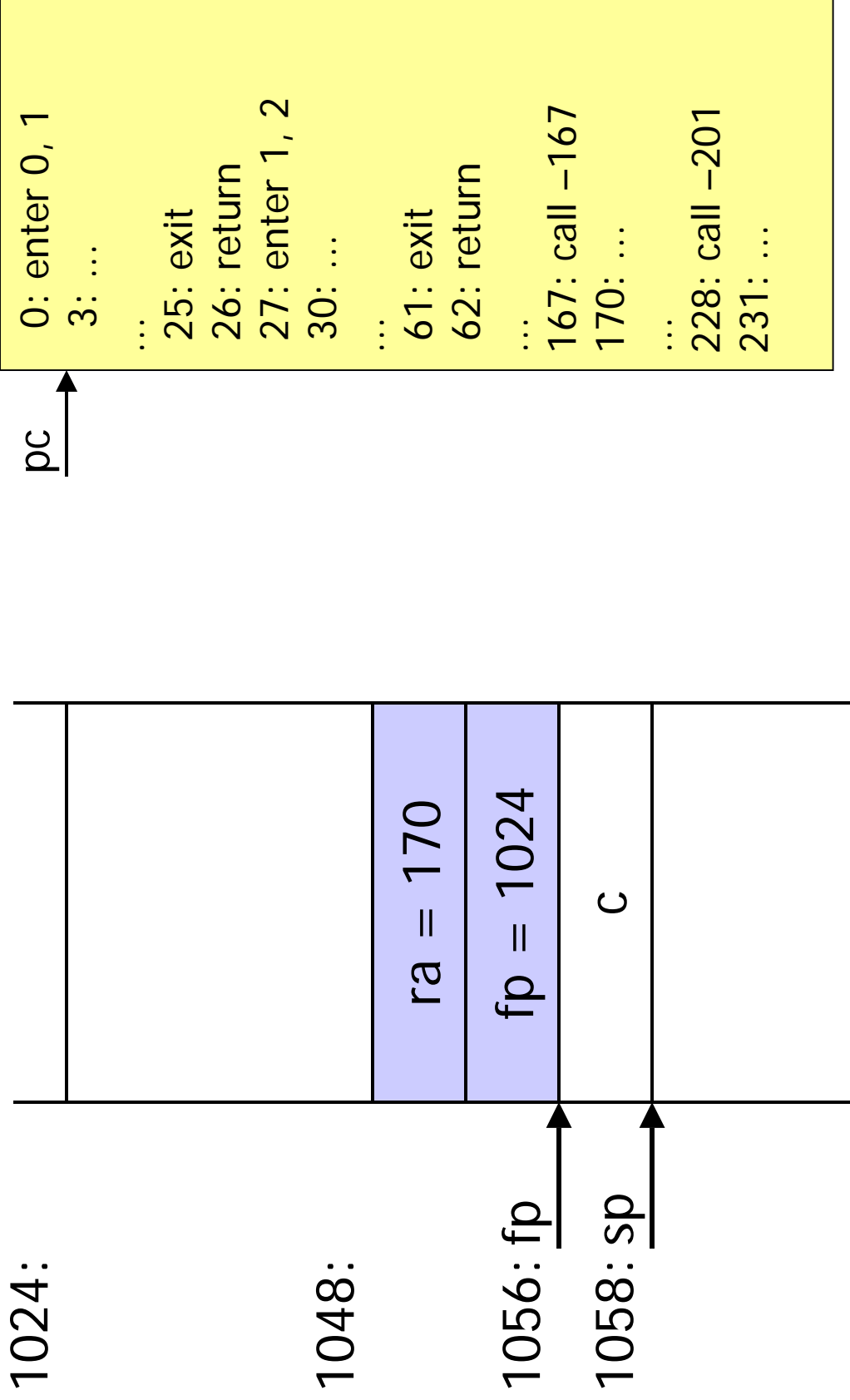
# Einsprung in Methode m1



# Einsprung in Methode m1



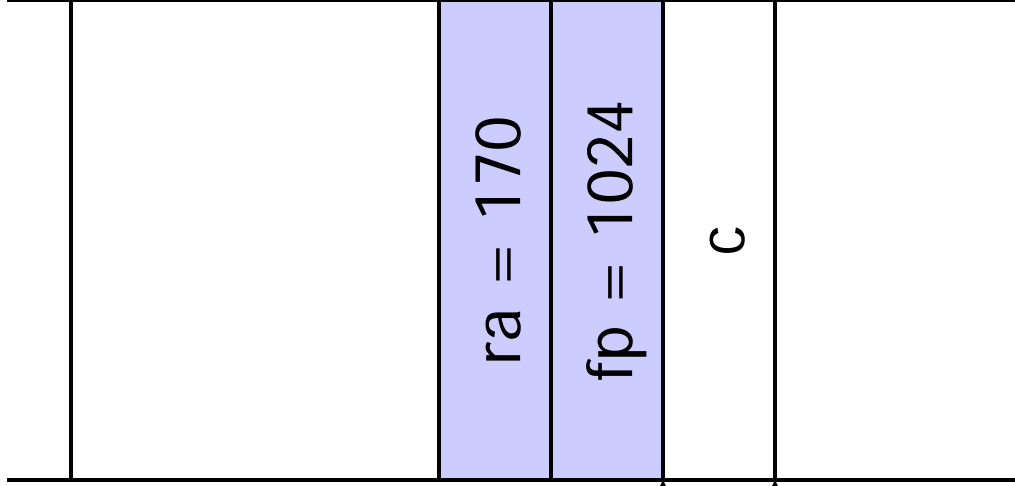
# Einsprung in Methode m1



# Ende der Methode m1



1024:

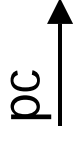


1048:

1056: fp

1058: sp

pc



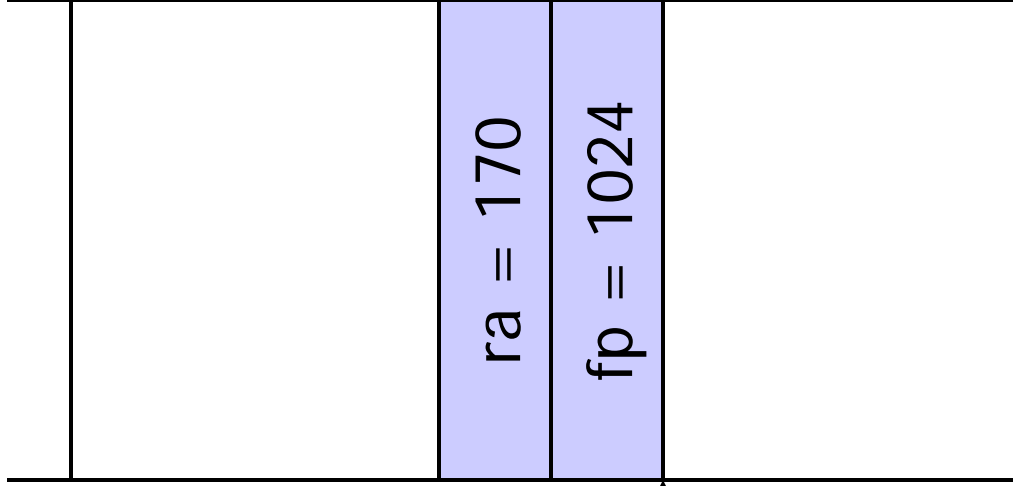
```
0: enter 0, 1
3: ...
...
25: exit
26: return
27: enter 1, 2
30: ...
...
61: exit
62: return
...
167: call -167
170: ...
...
228: call -201
231: ...
```



# Ende der Methode m1



1024:



1048:

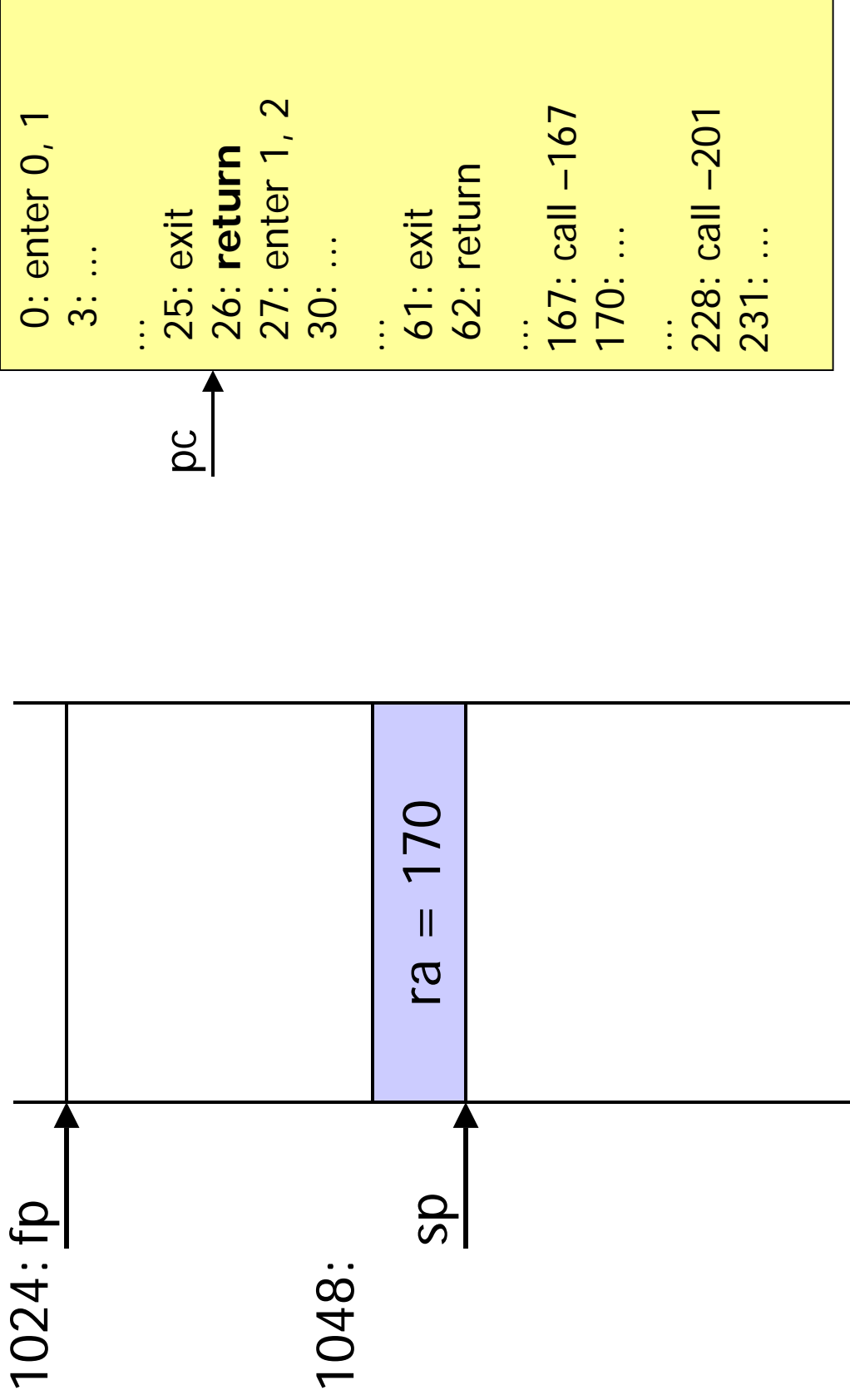
1056: fp sp

1058:

pc

0: enter 0, 1  
3: ...  
...  
25: **exit**  
26: return  
27: enter 1, 2  
30: ...  
...  
61: exit  
62: return  
...  
167: call -167  
170: ...  
...  
228: call -201  
231: ...

# Rücksprung zum Rufer der Methode m1



# Rücksprung zum Rufer der Methode m1

