|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Stack** | | | | | |  | **Heap** | | | |
| addr | type\* | name\* | value | part | fn |  | addr | value | ┌C:\s\264\handouts\lock_icon_by_Julia_Osadcha_via_iconfinder.com.png┐ |
| 200 | int | argc | 1 | args | main(…) |  | 400 | .a\_value = 236 | C:\s\264\handouts\lock_icon_by_Julia_Osadcha_via_iconfinder.com.png |
| 204 | char\*\* | argv | 🡪 {"./foo"} |  |  | .next = NULL |  |
| 212 | void\* |  |  | ret addr |  | 416 | .a\_value = 240 | C:\s\264\handouts\lock_icon_by_Julia_Osadcha_via_iconfinder.com.png |
| 220 | Node\* | head | ~~NULL~~ 400 | locals |  |  | .next = NULL |  |
| 228 | Node\* | tail | ~~NULL~~ 400 |  |  |  | 432 |  |  |
| 236 | int | n1 | 10 |  |  |  |  |  |  |
| 240 | int | n2 | 11 |  |  |  |  |  |  |
| 244 | int\* | a\_value | 240 | args | append(…) |  |  |  |  |
| 252 | Node\*\* | a\_head | 220 |  |  |  |  |  |
| 260 | Node\*\* | a\_tail | 228 |  |  |  |  |  |
| 268 | void\* | - |  | ret add |  |  |  |  |
| 276 | Node\* | new\_tail | 416 | locals |  |  |  |  |

Type and name are not actually stored in memory or executable. Addresses shown are fictional. Assume sizeof(int)==4, sizeof(char)==1, sizeof(void\*)==8.

Fill in the stack and heap as of right before line 16 in the second invocation of append(…):

**append(&n2, &head, &tail)**