

1. For each of the three parameter transition techniques call-by-value, call-by-reference, and call-by-name, give the output of the following program, written using C syntax.

```
#include <stdio.h>

int a, b, i;
int c[4]= {100, 150, 175, 190};

void f(int d, int e, int f) {
    d= 5;
    b= a + 3;
    e= 3;
    i= 0;
    f= 20;
    c[i]= 200;
}

int main() {
    a= 10;
    b= 5;
    i= 1;
    f(a, i, c[i]);
    printf("%d %d %d %d %d %d %d\n", a, b, i, c[0], c[1], c[2], c[3]);
    return 0;
}
```

2. Consider the following code written in OCaml syntax:

```
let value = ref 1;;

let f n = value := !value + n ; !value;;

let g v w =
  let x = (f 2) in
  let y = v + w in
  let z = v * w in
  x + z - y;;

g (f 1) (if !value > 4 then 6 else 5)
```

- What output would the program produce if parameters were passed by value (as they actually are in OCaml)?
- What output would the program produce if parameters were passed by need, as they are in Haskell? Recall that in call-by-need an actual parameter is evaluated only once, at the point where it is first used in the called procedure.
- What output would the program produce if parameters were passed by name?

3. What results would the following program, written in C syntax, produce if parameters were passed by need? If C adopted call-by-need as its default parameter passing mechanism, what would the program's results be?

```
#include <stdio.h>

int func(int a, int b) {
    if (b == 0)
        return 0;
    else return func(a, b);
}

int main() {
    printf("%d\n", func(func(1, 1), func(0, 0)));
    return 0;
}
```

4. The following procedure will exchange the values of two integer variables if they are passed by reference. If the parameter transmission mechanism were changed to call-by-name, is there a set of input variables whose values cannot be exchanged?

```
void swap(x, y: integer);
    int temp;
    temp= x;
    x= y;
    y= temp
}
```

5. Give the least restrictive limits that can be placed on actual parameters so that call-by-name and call-by-reference always give the same results in all cases.