

- Call Stack divided into frames.
- A Function's frame includes: local variables

arguments  
return address

- When function returns, the return value is copied and the whole frame is removed from the call stack (called 'pop')

f2()

⌋

f1() ← Return address

f3() ← Return address

} Continues right  
after function  
call

When

f2(int a, int b)

⌋

f1(...);  
int c = 6;

} Placed on top of  
the stack  
of f2