Stack

- When a function executes a call, it places the return address on the stack. When it executes return, it uses the address on the stack.

- In addition to providing a return address, it is also often necessary to pass parameters and local variables.
  
  - stack pointer: top of the current frame
  - frame pointer: base of the current frame
  - old frame pointer: beginning of the previous frame
- Two methods of passing parameters
  - put the values on the stack
  - put the values in registers

- How to access local variables and parameters?
  - Registers
  - Stack pointer
  - Frame pointer