

1000	fe,01,01,13	add sp,sp,-32
1004	00,11,2e,23	sw ra,28(sp)
1008	00,20,07,93	li a5,2
1012	00,f1,22,23	sw a5,4(sp)
1016	00,30,07,93	li __, _
1020	00,f1,20,23	sw a_, _
1024	00,41,07,93	add a5,sp,4
1028	00,f1,26,23	sw a5,12(sp)
1032	00,01,07,93	mv __, _
1036	00,f1,24,23	sw a_, _
1040	00,81,25,83	lw a1,8(sp)
1044	00,c1,25,03	lw a0,12(sp)
1048	01,80,00,ef	jal 1072
1052	00,41,27,83	lw a5,4(sp)
1056	00,07,85,13	mv a0,a5
1060	01,c1,20,83	lw ra,28(sp)
1064	02,01,01,13	add sp,sp,32
1068	00,00,80,67	ret
1072	fe,01,01,13	add sp,sp,-32
1076	00,a1,26,23	sw a0,12(sp)
1080	00,b1,24,23	sw a1,8(sp)
1084	00,c1,27,83	lw a5,12(sp)
1088	00,07,a7,03	lw a4,0(a5)
1092	00,81,27,83	lw a5,8(sp)
1096	00,07,a7,83	lw a5,0(a5)
1100	00,f7,07,b3	add a5,a4,a5
1104	00,f1,2e,23	sw a5,28(sp)
1108	00,c1,27,83	lw a5, _
1112	01,c1,27,03	lw a4, _
1116	00,e7,a0,23	sw a_, _
1120	00,00,00,13	nop
1124	02,01,01,13	add sp,sp,32
1128	00,00,80,67	ret
1132	00,00,00,00	
1136	00,00,00,00	
1140	00,00,00,00	
1144	00,00,00,00	
1148	00,00,00,00	
1152	00,00,00,00	
1156	00,00,00,00	
1160	00,00,00,00	
1164	00,00,00,00	
1168	00,00,00,00	
1172	00,00,00,00	
1176	00,00,00,00	
1180	00,00,00,00	
1184	00,00,00,00	
1188	00,00,00,00	

```

int main(void) {
    int x = 2;
    int y = 3;

    int *px = &x;
    int *py = &y;
    add(px, py);

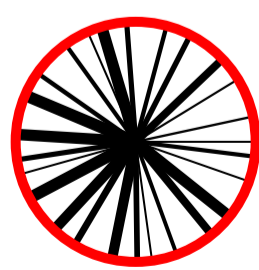
    return x;
}

```

```

void add(int *a, int *b) {
    int r = *a + *b;
    *a = r;
}

```



PROJEKT: INIT1
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 file: code/l1-call-function-4.c