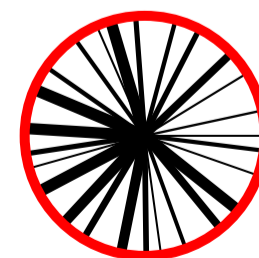


1000	fe,01,01,13	add sp,sp,-32	int main(void) {
1004	00,11,2e,23	sw ra,28(sp)	int x = 2;
1008	00,20,07,93	li a5,2	int y = 3;
1012	00,f1,26,23	sw a5,12(sp)	int z = 4;
1016	00,30,07,93	li a5,3	
1020	00,f1,22,23	sw a5,4(sp)	x = add(x, &y, z);
1024	00,40,07,93	li a5,4	
1028	00,f1,24,23	sw a5,8(sp)	return x;
1032	00,41,07,93	add a5,sp,4	}
1036	00,81,26,03	lw a2,8(sp)	
1040	00,07,85,93	mv a1,a5	
1044	00,c1,25,03	lw a0,12(sp)	
1048	03,c0,00,ef	jal 1108 # +60	
1052	00,a1,26,23	sw a0,12(sp)	
1056	00,c1,27,83	lw a5,12(sp)	
1060	00,07,85,13	mv a0,a5	
1064	01,c1,20,83	lw ra,28(sp)	
1068	02,01,01,13	add sp,sp,32	
1072	00,00,00,67	ret	
1076	ff,01,01,13	add sp,sp,-16	
1080	00,a1,26,23	sw a0,12(sp)	void inc(int *a) {
1084	00,c1,27,83	lw a5,12(sp)	*a++;
1088	00,47,07,93	add a5,a5,4	}
1092	00,f1,26,23	sw a5,12(sp)	
1096	00,00,00,13	nop	
1100	01,01,01,13	add sp,sp,16	
1104	00,00,00,67	ret	
1108	fd,01,01,13	add sp,sp,-48	
1112	02,11,26,23	sw ra,44(sp)	int add(int a, int *b, int c) {
1116	00,a1,26,23	sw a0,12(sp)	inc(b);
1120	00,b1,24,23	sw a1,8(sp)	
1124	00,c1,22,23	sw a2,4(sp)	int r = a + *b + c;
1128	00,81,25,03	lw a0,8(sp)	return r;
1132	fc,9f,f0,ef	jal 1076 # -56	}
1136	00,81,27,83	lw a5,8(sp)	
1140	00,07,a7,03	lw a4,0(a5)	
1144	00,c1,27,83	lw a5,12(sp)	
1148	00,f7,07,b3	add a5,a4,a5	
1152	00,41,27,03	lw a4,4(sp)	
1156	00,f7,07,b3	add a5,a4,a5	
1160	00,f1,2e,23	sw a5,28(sp)	
1164	01,c1,27,83	lw a5,28(sp)	
1168	00,07,85,13	mv a0,a5	
1172	02,c1,20,83	lw ra,44(sp)	
1176	03,01,01,13	add sp,sp,48	
1180	00,00,00,67	ret	
1184	00,00,00,00		
1188	00,00,00,00		



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file: code/l1-call-function-9.c