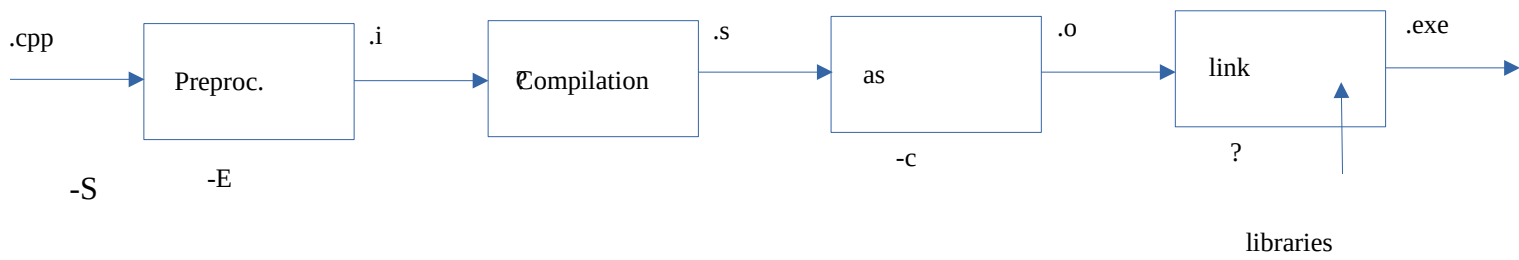
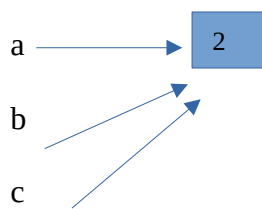


## Compilation phases:



```
add r1, r2    a = a + b;  
sub  
mul  
load r1, #4000  
store #2000, r2
```



```
IntCell Obj;  
Obj =5
```