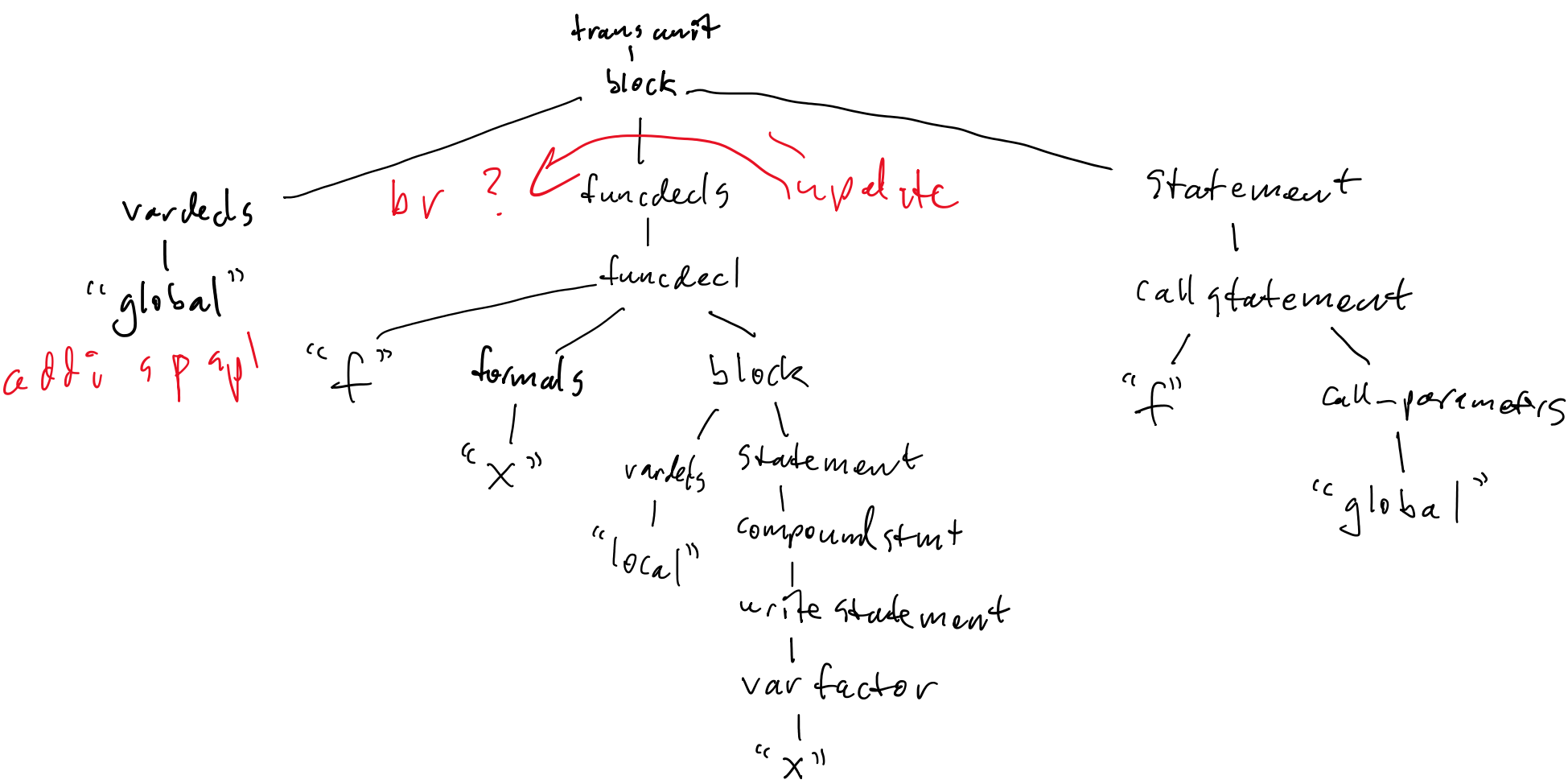


functions and variables

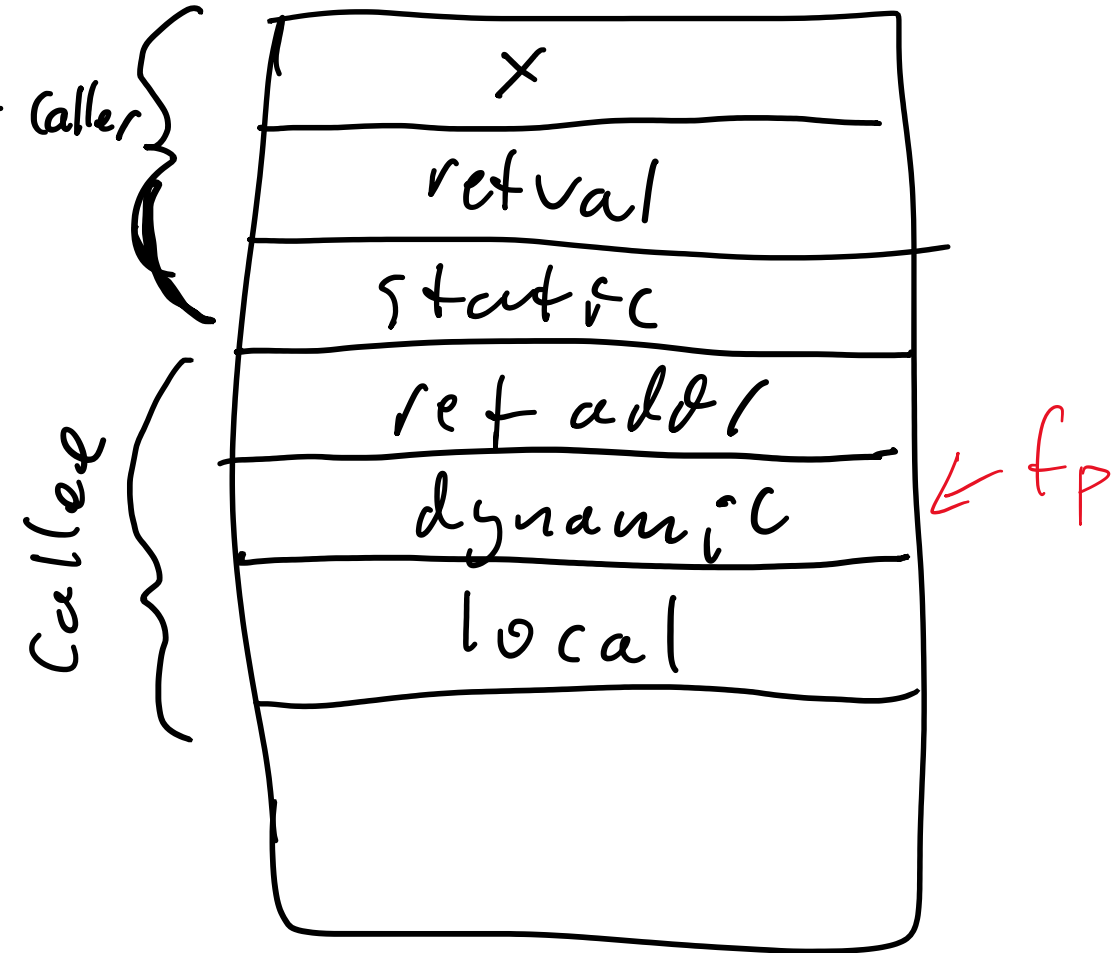


name	scope	address
global	GLOBAL	1
f	GLOBAL	
x	GLOBAL, f	
local	GLOBAL, f	

current_scope

prologue
epilogue
caller
callee

f's stack frame layout



p-code output

- 0
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20
- 21
- 22
- 23

prologue
epilogue
caller
callee
backpatch
f
main