

**Bytecode**

**iload\_1**  
**iload\_2**  
**iadd**  
**ireturn**

**Frame**

...	1	3
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**Stack after  
iload\_1**

**1**

**Stack after  
iload\_2**

**3**

**1**

**Stack after  
iadd**

**4**

**Stack after  
ireturn**

**(empty)**