0x300 PUSH 0x800
1. 0x300
2. "PUSH 0x800"
3. 114->SP; 304->PC, 0x800-> *0x114

0x304 PUSH *(0x804)
1. 0x304
2. "PUSH *(0x804)"
3. 110->SP; 308->PC, 200-> *0x110

0x308 CALL 0x400
1. 0x308
2. "CALL 0x400"
3. 10C->SP; 400->PC, 30C-> *0x10C
4. 0x308 CALL 0x400: jump to 0x400, SP changes from 0x110 to 0x10C

0x400 MOV *(SP+8)->EAX
1. 0x400
2. "MOV *(SP+8)->EAX"
3. 800->EAX; 404->PC

0x404 MOV SP->*EAX
1. 0x404
2. "MOV SP->*EAX"
3. 10C->*(0x800); 408->PC

0x408 MOV *(SP+4)->EAX
1. 0x408
2. "MOV *(SP+4)->EAX"
3. 200->EAX; 40C->PC

0x40C MOV EAX->SP
1. 0x40C
2. "MOV EAX->SP"
3. 200->SP; 410->PC

0x410 RET
1. 0x410
2. "RET"
3. 204->SP, 500->PC
4. 0x410 RET: jump to 0x500, SP changes from 0x200 to 0x204

0x500 POP EAX
1. 0x500
2. "POP EAX"
3. 208->SP, 7->EAX, 504->PC

0x504 POP EBX
1. 0x504

2. "POP EBX"
3. 20C->SP, 12->EBX, –DONE– ->PC

–DONE–
1. 0x508
2. "---DONE–"
3. 0x50C->PC