Memory 1

Address: 0x001FFA70

```
0x001FFA70  00000005 001ffa94 000f1038 00000002 00000004 73d562c4 00323000 73d562a0 f186b488 001ffadc
0x001FFA98  77260f69 00323000 0db0c27a 00000000 00000000 00323000 00000000 00000000 00000000 00000000
0x001FFAC0  0db0c27a 001ffaa0 00000000 001ffae4 77276740 7a80bff6 00000000 001ffaec 77260f34 ffffffff
0x001FFAE8  77282ea2 00000000 00000000 000f1005 00323000 00000000 00000000 00000000 00000000 00000000
0x001FFB10  00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
0x001FFB38  00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
0x001FFB60  00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
0x001FFB88  00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
0x001FFBB0  00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000 00000000
```

Memory 1 | Registers

Disassembly 📌 ✕   testing.asm

Address: _main()

⌄ Viewing Options

```
            call              _____ (_____)
    __sum:
    000F1045  push              ebp
    000F1046  mov               ebp,esp
    000F1048  push              ebx
➡   000F1049  mov               ebx,dword ptr [ebp+8]      ≤ 1ms elapsed
    000F104C  mov               eax,dword ptr [ebp+0Ch]
```