

2 0 F E B F 5F FF 7F 00 00 35 22 98 A2 FF 7F 1516 1314 1112 910 78 56 34 12 L to R

addresses refer to bytes so two hex numbers == one incremented address

each hex number == 4 bits 2 = 1 byte

main function allocates hidden local variable on stack for return value negative values from base pointer address local variables within the current stack frame

positive values from the base pointer are formal arguments pushed to stack before function call