ex3:		ex5:		ex3 machinetrace:	
bytceode	micro-C	bytecode	micro-C	[]{0: LDARGS}	
LDARGS		LDARGS		[4]{1: CALL 1 5}	
CALL 1, "L1"	call main	CALL (1, "L1")	call main	[4 -999 4]{5: INCSP 1}	
STOP		STOP		[4 -999 4 0]{7: GETBP}	init of i
LABEL "L1"		LABEL "L1"		[4 -999 4 0 2]{8: CSTI 1}	
INCSP 1		INCSP 1		[4-999 4 0 2 1]{10: ADD}	
GETBP	initiliazation of i	GETBP	initialization of r	[4-999 4 0 3]{11: CSTI 0}	
CSTI 1	Intelligence of the second of	CSTI 1		[4-999 4 0 3 0]{13: STI}	set i = 0
ADD		ADD		[4 -999 4 0 0]{14: INCSP -1}	
CSTI 0		GETBP		[4 -999 4 0]{16: GOTO 43}	calling while loop
STI	setting i = 0	CSTI 0	cotting r = n	[4 -999 4 0]{43: GETBP}	canning write toop
INCSP -1	Setting 1 – 0	ADD	setting r = n	[4 -999 4 0 2]{44: CSTI 1}	leade i
		LDI		1	loads i
GOTO "L3"				[4 -999 4 0 2 1]{46: ADD}	
LABEL "L2"		STI		[4 -999 4 0 3]{47: LDI}	
GETBP	print i	INCSP -1		[4 -999 4 0 0]{48: GETBP}	
CSTI 1		INCSP 1		[4 -999 4 0 0 2]{49: CSTI 0}	loads n
ADD		GETBP	nested block	[4 -999 4 0 0 2 0]{51: ADD}	
LDI		CSTI 0	setting up	[4 -999 4 0 0 2]{52: LDI}	
PRINTI		ADD	nested r	[4 -999 4 0 0 4]{53: LT}	condition check
INCSP -1		LDI		[4 -999 4 0 1]{54: IFNZRO 18}	i < n
GETBP		GETBP		[4 -999 4 0]{18: GETBP}	
CSTI 1	increment i by 1	CSTI 2	call square(n, &r)	[4 -999 4 0 2]{19: CSTI 1}	print i
ADD		ADD		[4 -999 4 0 2 1]{21: ADD}	
GETBP		CALL 2 "L2"		[4 -999 4 0 3]{22: LDI}	
CSTI 1		INCSP -1		[4 -999 4 0 0]{23: PRINTI}	
ADD		GETBP		0 [4 -999 4 0 0]{24: INCSP -1}	
LDI		CSTI 2	print nested r	[4 -999 4 0]{26: GETBP}	
CSTI 1		ADD		[4 -999 4 0 2]{27: CSTI 1}	Increments i
ADD		LDI		[4 -999 4 0 2 1]{29: ADD}	
STI		PRINTI		[4 -999 4 0 3]{30: GETBP}	
INCSP -1		INCSP -1		[4-999 4 0 3 2]{31: CSTI 1}	
INCSP 0		GETBP		[4-999 4 0 3 2 1]{33: ADD}	
LABEL "L3"	while loop	CSTI 1	print outer r	[4-999 4 0 3 3]{34: LDI}	
GETBP		ADD	(which is n)	[4 -999 4 0 3 0](35: CSTI 1)	
CSTI 1		LDI	([4 -999 4 0 3 0 1]{37: ADD}	
ADD		PRINTI		[4 -999 4 0 3 0 1](38: STI)	
LDI		INCSP -1			
				[4 -999 4 1 1]{39: INCSP -1}	
GETBP		INCSP -1		[4 -999 4 1]{41: INCSP 0}	
CSTI 0		RET 0	end program	[4 -999 4 1]{43: GETBP}	calling while loop
ADD		LABEL "L2"		[4 -999 4 1 2]{44: CSTI 1}	(again)
LDI		GETBP	square () loads	[4 -999 4 1 2 1]{46: ADD}	
LT		CSTI 1	i and *rp	[4 -999 4 1 3]{47: LDI}	from now on nothing much
IFNZRO "L2"		ADD		[4 -999 4 1 1]{48: GETBP}	new will happen that we havent covered
INCSP -1		LDI		[4 -999 4 1 1 2]{49: CSTI 0}	in the bytecode, because it is just the while-loop
RET 0	end program	GETBP		[4 -999 4 1 1 2 0]{51: ADD}	running 4 times.
		CSTI 0		[4 -999 4 1 1 2]{52: LDI}	

ADD		[4 -999 4 1 1 4]{53: LT}	
LDI		[4 -999 4 1 1](54: IFNZRO 18)	
GETBP		[4-999 4 1]{18: GETBP}	
CSTI 0	square()	[4 -999 4 1 2]{19: CSTI 1}	
ADD	calculates i * i	[4-999 4 1 2 1]{21: ADD}	
LDI	and stores it in	[4-999 4 1 3]{22: LDI}	
MUL			
STI	*rp	[4 -999 4 1 1]{23: PRINTI}	
		1 [4 -999 4 1 1]{24: INCSP -1}	
INCSP -1		[4 -999 4 1]{26: GETBP}	
INCSP 0		[4 -999 4 1 2]{27: CSTI 1}	
RET 1		[4 -999 4 1 2 1]{29: ADD}	
		[4 -999 4 1 3]{30: GETBP}	
	ope of ex5 is not	[4-999 4 1 3 2]{31: CSTI 1}	
directly visible	in the above code	[4 -999 4 1 3 2 1]{33: ADD}	
		[4-999 4 1 3 3]{34: LDI}	
		[4 -999 4 1 3 1]{35: CSTI 1}	
		[4 -999 4 1 3 1 1]{37: ADD}	
		[4 -999 4 1 3 2]{38: STI}	
		[4 -999 4 2 2]{39: INCSP -1}	
		[4 -999 4 2]{41: INCSP 0}	
		[4 -999 4 2]{43: GETBP}	
		[4 -999 4 2 2]{44: CSTI 1}	
		[4 -999 4 2 2 1]{46: ADD}	
		[4 -999 4 2 3]{47: LDI}	
		[4 -999 4 2 2]{48: GETBP}	
		[4 -999 4 2 2 2]{49: CSTI 0}	
		[4 -999 4 2 2 2 0]{51: ADD}	
		[4 -999 4 2 2 2]{52: LDI}	
		[4 -999 4 2 2 4]{53: LT}	
		[4 -999 4 2 1]{54: IFNZRO 18}	
		[4 -999 4 2]{18: GETBP}	
		[4 -999 4 2 2]{19: CSTI 1}	
		[4 -999 4 2 2 1]{21: ADD}	
		[4 -999 4 2 3]{22: LDI}	
		[4 -999 4 2 2]{23: PRINTI}	
		2 [4 -999 4 2 2]{24: INCSP -1}	
		[4 -999 4 2]{26: GETBP}	
		[4 -999 4 2 2]{27: CSTI 1}	
		[4 -999 4 2 2 1]{29: ADD}	
		[4 -999 4 2 3]{30: GETBP}	
		[4 -999 4 2 3 2]{31: CSTI 1}	
		[4-999 4 2 3 2 1]{33: ADD}	
		[4 -999 4 2 3 3]{34: LDI}	
		[4-999 4 2 3 2]{35: CSTI 1}	
		[4 -999 4 2 3 2 1]{37: ADD}	
		[4-999 4 2 3 3]{38: STI}	
		[4-999 4 3 3](39: INCSP -1)	
		[-1 000 -1 0 0][00. 114001 -1]	

	4 -999 4 3]{41: INCSP 0} 4 -999 4 3]{43: GETBP} 4 -999 4 3 2]{44: CSTI 1} 4 -999 4 3 3 1]{46: ADD} 4 -999 4 3 3]{47: LDI} 4 -999 4 3 3 3]{48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0} 4 -999 4 3 3 2 0]{51: ADD}
1 2 3 4 5 6 7 1 1 1 1 1 2 3 4 5 6 7 8 9 1 1 2 3 4 5 6 7 8 9 1 1 1 2 4 4 5 6 7 8 8 9 1 1 1 1 1 1 1 1 1 1 2 2 3 4 5 6 6 7 8 8 9 1 1 1 1 1 <t< td=""><td>4 -999 4 3 2]{44: CSTI 1} 4 -999 4 3 2 1]{46: ADD} 4 -999 4 3 3] {47: LDI} 4 -999 4 3 3] {48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}</td></t<>	4 -999 4 3 2]{44: CSTI 1} 4 -999 4 3 2 1]{46: ADD} 4 -999 4 3 3] {47: LDI} 4 -999 4 3 3] {48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}
1 2 3 4 5 6 7 1 1 2 3 4 5 6 7 8 9 1 1 2 3 4 5 6 7 8 9 1 1 1 2 4 4 5 6 7 8 9 1 1 1 1 1 1 1 1 1 1 2 2 3 4 4 5 6 6 7 8 8 9 9 1 1 1 1 2 2 3 <t< td=""><td>4 -999 4 3 2 1]{46: ADD} 4 -999 4 3 3]{47: LDI} 4 -999 4 3 3]{48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}</td></t<>	4 -999 4 3 2 1]{46: ADD} 4 -999 4 3 3]{47: LDI} 4 -999 4 3 3]{48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}
1 2 3 1 2 3 4 5 6 7 8 9 1 1 2 3 4 5 6 7 8 9 10 <td>4 -999 4 3 3]{47: LDI} 4 -999 4 3 3]{48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}</td>	4 -999 4 3 3]{47: LDI} 4 -999 4 3 3]{48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}
]	4 -999 4 3 3]{48: GETBP} 4 -999 4 3 3 2]{49: CSTI 0}
]	4 -999 4 3 3 2]{49: CSTI 0}
]	
	4 -999 4 3 3 2 0]{51: ADD}
	4 -999 4 3 3 2]{52: LDI}
	4 -999 4 3 3 4]{53: LT}
]	4 -999 4 3 1]{54: IFNZRO 18}
]	4 -999 4 3]{18: GETBP}
]	4 -999 4 3 2]{19: CSTI 1}
	4 -999 4 3 2 1]{21: ADD}
	4 -999 4 3 3]{22: LDI}
	4 -999 4 3 3]{23: PRINTI}
	[4 -999 4 3 3]{24: INCSP -1}
	4 -999 4 3]{26: GETBP}
	4 -999 4 3 2]{27: CSTI 1}
	4 -999 4 3 2 1]{29: ADD}
	4 -999 4 3 3]{30: GETBP}
	4 -999 4 3 3 2]{31: CSTI 1}
	4 -999 4 3 3 2 1]{33: ADD}
	4 -999 4 3 3 3]{34: LDI}
	4 -999 4 3 3 3]{35: CSTI 1}
	4 -999 4 3 3 3 1]{37: ADD}
	4 -999 4 3 3 4]{38: STI}
	4 -999 4 4 4]{39: INCSP -1}
	4 -999 4 4]{41: INCSP 0}
	4 -999 4 4]{43: GETBP}
	4 -999 4 4 2]{44: CSTI 1}
	4 -999 4 4 2 1]{46: ADD}
	4 -999 4 4 3]{47: LDI}
	4 -999 4 4 4]{48: GETBP}
	4 -999 4 4 4 2]{49: CSTI 0}
	4 -999 4 4 4 2 0]{51: ADD}
	4 -999 4 4 4 2](52: LDI)
	4 -999 4 4 4 4 [53: LT]
	4 -999 4 4 0]{54: IFNZRO 18}
	4 -999 4 4]{56: INCSP -1}
	4 -999 4](58: RET 0)
	4 - 399 4 (30. RE1 0) 4](4: STOP)