and
or
x
location: 0
Read
y
location: 32
Read
size: 32
size: 32
*
a
location: 0
Read
r
location: 88
Read
b
location: 32
Write
size: 24
size: 32
size: 24
//
q
location: 64
Read
r
location: 88
Read
w
location: 120
Write
z
location: 144
Read
size: 24
size: 32
size: 24
size: 64
+
x
location: 0
Read
y
location: 32
Read
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location: 88
Write
z
location: 144
Read
size: 32
size: 32
size: 32
size: 64
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location: 144
Read
a
location: 88
Read
size: 64
size: 32
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size: 64
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location: 144
Read
size: 64
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q
location: 64
Read
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location: 88
Read
size: 24
size: 32
*
q
location: 64
Write
a
location: 0
Write
size: 24
size: 24
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>>
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&
==
!=
w
location: 120
Read
size: 24
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<=
>
>=
!=
-
+
!
~