```
The Stack
    Grows
    Down
                    callerFramePointer
                    method
                    context
                                          Caller's frame
                    flags
                    receiver
                    temporary 1
                    temporary 2
                    stack value n (send receiver)
                                                             ➤ someObject
                    stack value n+1 (send argument 1 )
                    stack value n+m (send argument n )
                    instructionPointer
framePointer-
                    callerFramePointer
                    method
                                          Callee's frame
                    context
                    flags
                    receiver-
                    temporary 1
                    temporary 2
                    stack value 1
stackPointer-
```