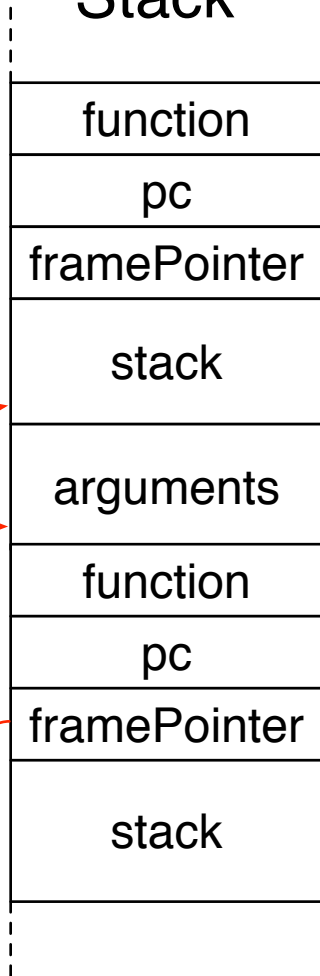
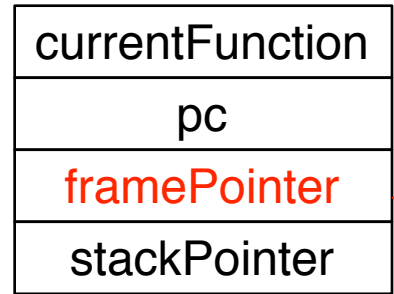


Stack



Interpreter



- numArgs

- 3
(framePointer,
pc, function)

+ tempIndex

