

## Stack

3	framePointer = #stopFlag
4	temp1 (t) = 1
5	arg1 = 1
6	arg2 = 2
7	function = example7TempAndCallAndCallArgs
8	pc = 6
9	framePointer = 3
10	spilledValue1 = 2

## Interpreter

currentFunction = add:to:
pc = 2
framePointer = 9
stackPointer = 10

## Function

name = add:to:
numArgs = 2
numTemps = 0
stackSize = 4
instructions

## Instructions

1	pushTemp 2
2	pushTemp 1
3	primitive +
4	returnTop

