Translate from C to x86:

Caller

1. Push parameters
2. Set up frame pointers
3. Call

Callee:

1. Further set up the frame pointers
2. Save callee-saved reg
3. Implement…
4. Restore reg
5. Return

%esp: stack pointer

%ebp: base pointer (similar to C to LC-3 assembly)

Int foo(int x, int y) -> set up esp and ebp in memory -> pushl x + pushl y -> call foo

Call Label -> push %elp, %elp <- foo