sp = **x2**

s0 = **x8**

0: **x2** = -48 = 0xFFD0

4: Mem[sp+44] = x8 -> Mem[-4]= Mem (0xFFFC) = 0

8: **x8** = **x2** + 48=> x8 = -48 +48 -> **x8** = 0

--

C: **x15** = 0xb000

10: **x15** = **x15** + (-1075) = 0xb000 + 0xFBCD = 0xABCD = -21 555

14: Mem[**x8** – 20] = **x15** -> Mem[0xFFEC] = 0xABCD

--

18: Mem[**x8** – 48] = 0 -> Mem[0xFFD0] = 0 : a[0]?

1C: Mem[**x8** – 44] = 0 -> Mem[0xFFD4] = 0 : a[1]

20: Mem[**x8** – 40] = 0 -> Mem[0xFFD8] = 0 : a[2]

24: Mem[**x8** – 36] = 0 -> Mem[0xFFDC] = 0 : a[3]

28: Mem[**x8** – 32] = 0 -> Mem[0xFFE0] = 0 : a[4]

--

2C: **x15** = 14 = 0xE

30: Mem[**x8** – 24] = **x15** -> Mem[0xFFE8] = 0xE (**c** = 14)

--

34: **x15**= 7 = 0x7

38: Mem[**x8** – 28] = **x15** -> Mem[0xFFE4] = 0x7 (**b** = 7)

--

3C: **x14** = Mem[**x8** – 24] -> **x14** = 0xE

40: **x15** = Mem[**x8** – 28] -> **x15** = 0x7

44: **x15** = **x14**+ **x15** -> **x15** = 21 = 0x15

48: Mem[**x8** – 48] = Mem[0xFFD0] = **x15** => Mem[0xFFD0] = 0x15 (a[0] = c+b =21)

--

4c: **x15** = Mem[**x8** – 28] -> **x15** = 0x7

50: **x14** = Mem[**x8** – 24] -> **x14** = 0xE

54: **x15** = **x14** << **x15** -> **x15** = 0x700 = 1 792

58: Mem[**x8** – 44] = **x15** -> Mem[0xFFD4] = 0x700 (a[1] = c<<b)

--

5c: **x15** = Mem[**x8** – 44] -> **x15** = 0x700 (a[1])

60: **x14** = Mem[**x8** – 24] -> **x14** = 0xE

64: **x15** = **x14** – **x15** -> **x15** = 0xF90E

68: Mem[**x8** – 40] = **x15** -> Mem[0xFFD8] = 0xFFFFF90E (a[2]= c-a[1])

--

6c: **x15** = Mem[**x8** – 24] -> **x15** = 0xE

70: **x15** = **x14** & 0x0F = 0xE & 0x0F = 0xE -> **x15** = 0xE

74: Mem[**x8** – 36] = **x15** -> Mem[0xFFDC] = 0xE (a[3] = c&0x0F)

--

78: **x14** = Mem[**x8** – 24] -> **x14** = 0xE

7C: **x15** = Mem[**x8** – 28] -> **x15** = 0x7

80: **x15** = **x14** ˄ **x15** = 0x9

84: Mem[**x8** – 32] = **x15** -> Mem[0xFFE0] = 0x9 (a[4] = c ˄ b)

88: **x15** = 0