```
var x;
var multiplier;
function fac(y)
    if(y == 0)
        return 1;
    else
    { return y * multiplier * fac(y - 1); }
function main()
    multiplier = 2;
    x = fac(3);
    print x;
    bra L1
L0:
    ldr MP
    ldrr MP SP
    annote MP -3 -3 green "y (param)"
    1d1 -3
    annote SP 0 0 green "y"
    1dc 0
    annote SP 0 0 green "0"
    annote SP 0 0 green "y==0"
    brf L2
    ldc 1
    annote SP 0 0 green "1"
    sts -4
    1drr SP MP
    str MP
    sts -1
    ajs 0
    ret
    bra L3
L2:
    1d1 -3
    annote SP 0 0 green "y"
    1d1 -2
    1da 2
    annote SP 0 0 green "multiplier"
    mu l
    annote SP 0 0 green "y*multiplier"
    1d1 -3
    annote SP 0 0 green "y"
    ldc 1
    annote SP 0 0 green "1"
    annote SP 0 0 green "y-1"
    1d1 -2
    ldc L0
    jsr
    mu1
    annote SP 0 0 green "y*multiplier*fac(y-1)"
    sts -4
    ldrr SP MP
    str MP
    sts -1
    ajs 0
```

```
ret
    ajs 0
L3:
    ajs 0
    ĺďc 0
    sts -4
    1drr SP MP
    str MP
    sts -1
    ajs 0
    ret
L1:
    bra L5
L4:
    1dr MP
    ldrr MP SP
ldc 2
    annote SP 0 0 green "2"
    1d1 -2
sta 2
    1dc 3
    annote SP 0 0 green "3"
    1d1 -2
    1dc L0
    jsr
1d1 -2
    sta 1
|d| -2
    lda 1
    annote SP 0 0 green "x"
    trap 0
    ajs 0
    1ďc 0
    sts -3
ldrr SP MP
    str MP
    sts 0
    ajs 1
    ret
L5:
    1dc 0
    annote SP 0 0 green "x (var)"
    1dc 0
    annote SP 0 0 green "multiplier (var)"
    ldr MP
    1dc L4
    jsr
    ajs -1
ajs -2
```