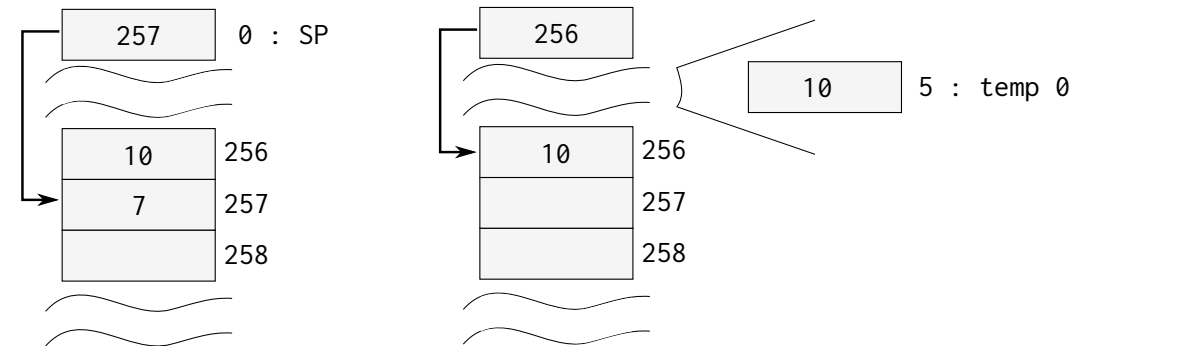


push constant 3

push constant 3  
push constant 7



push constant 3  
push constant 7  
add

push constant 3  
push constant 7  
add  
pop temp 0