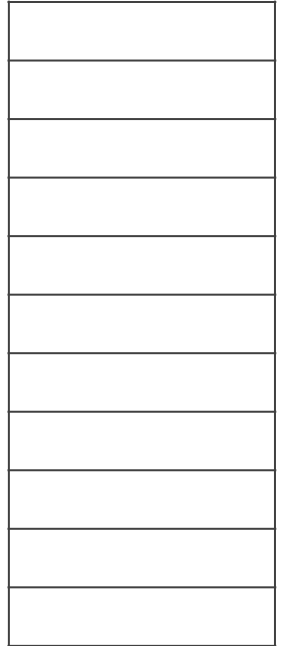


## 32-Bit Calling Conventions

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    int x = 0;  
    int y = 0;  
    int z = 0;  
    . . .  
}
```

%ebp →



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