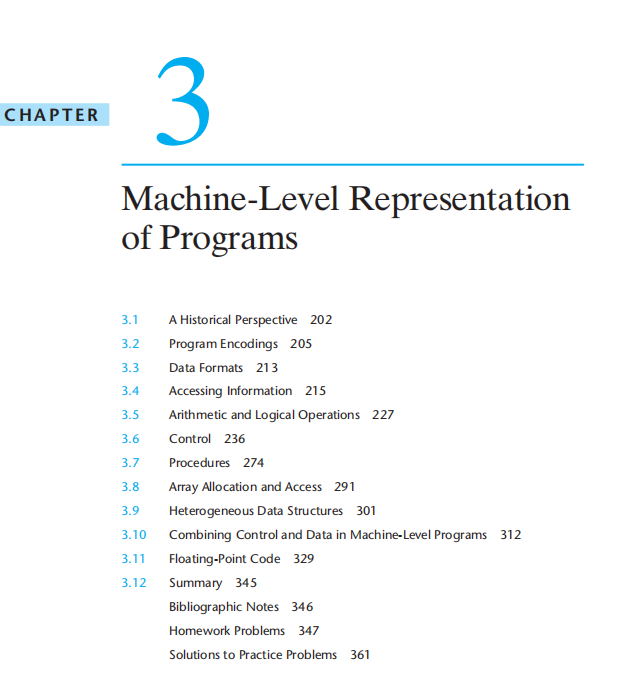
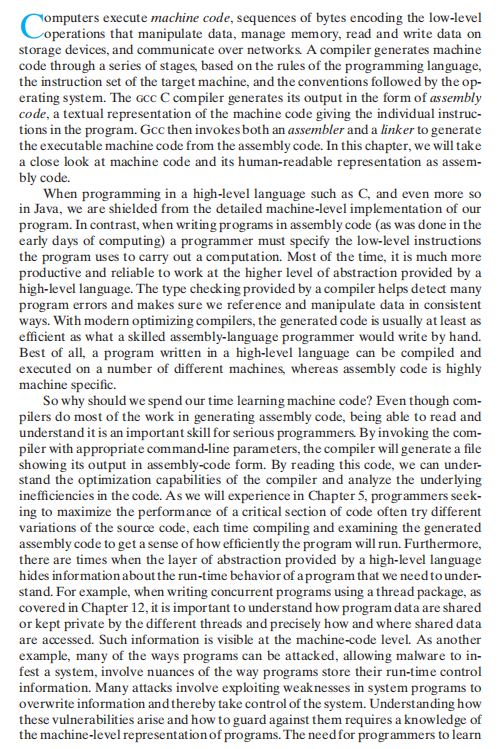
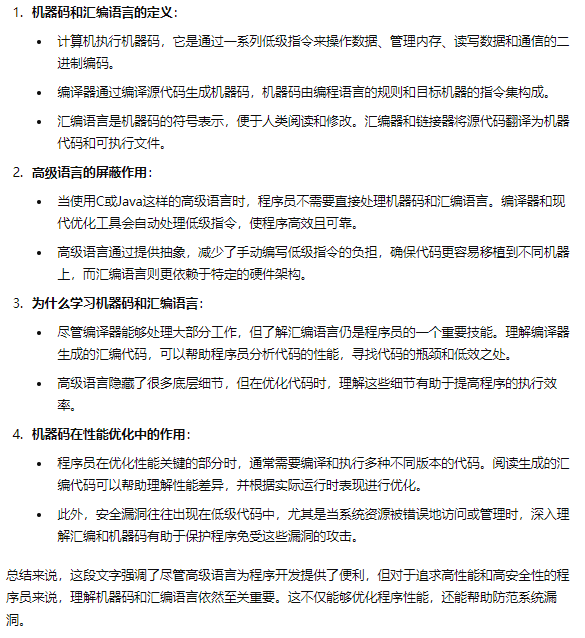
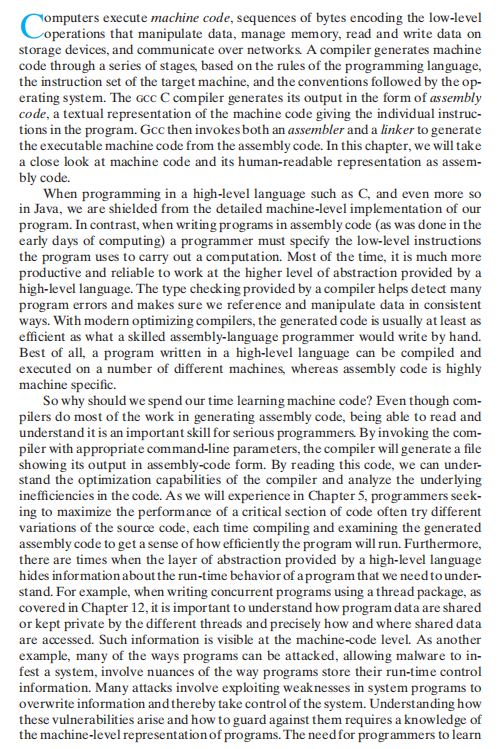
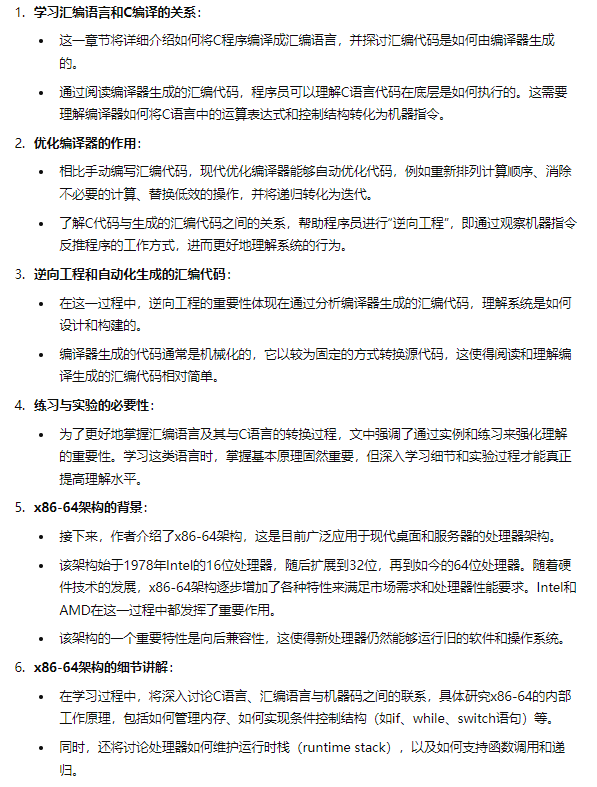
# Chapter 3 Machine-LevelRepresentation of Programs

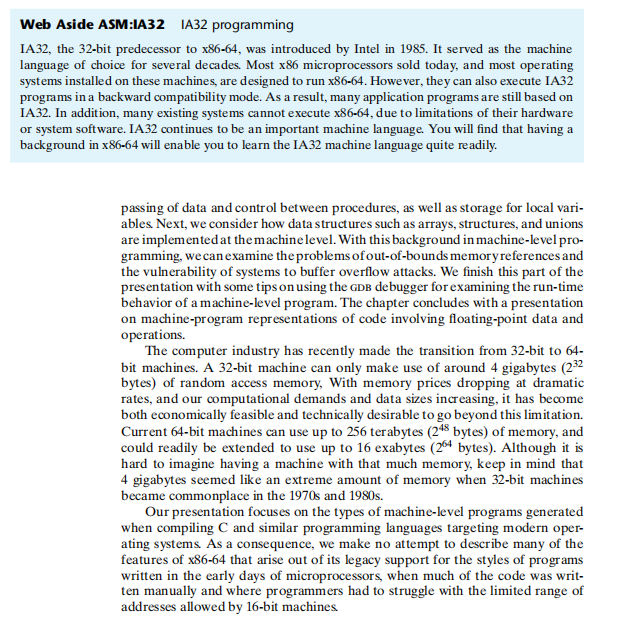


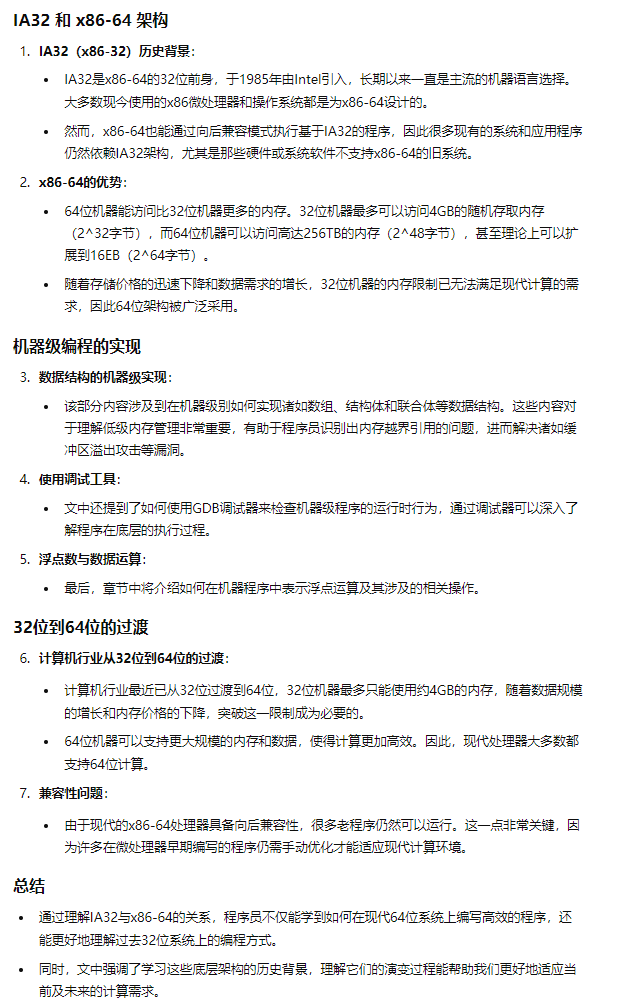




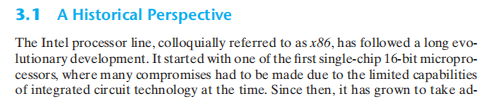


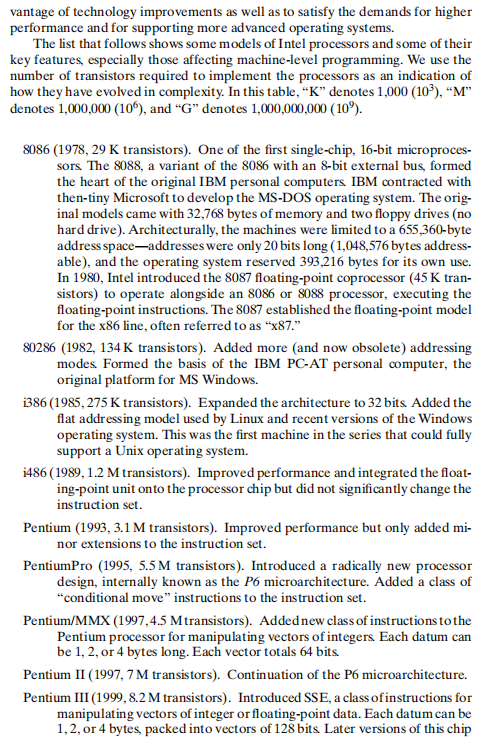


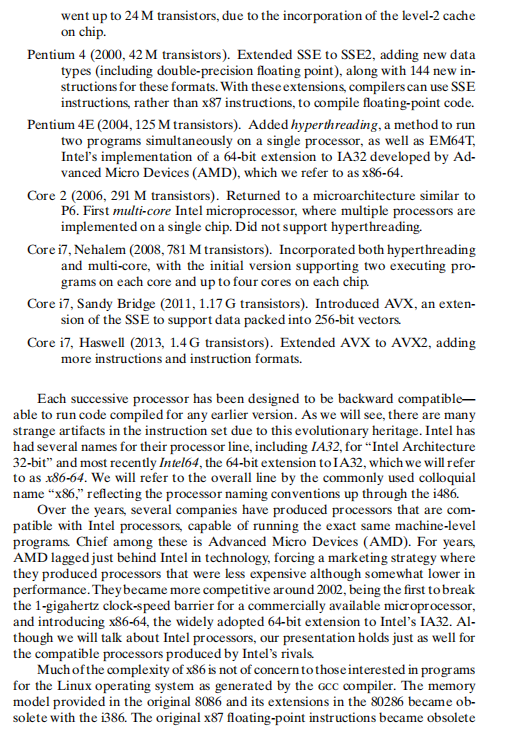


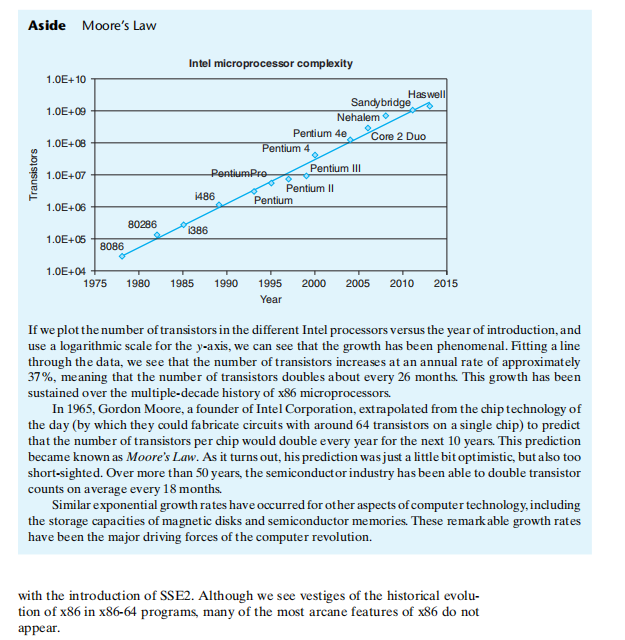


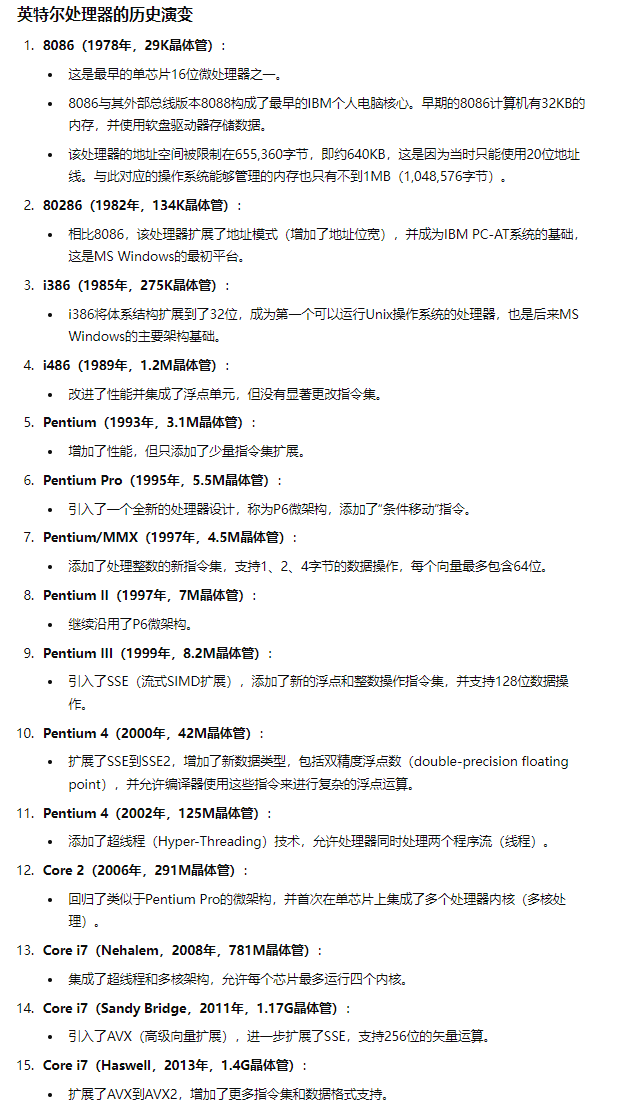
## 3.1 A Historical Perspective

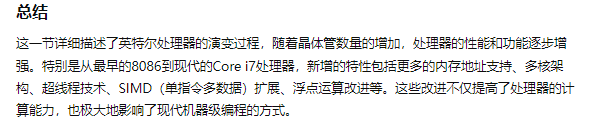


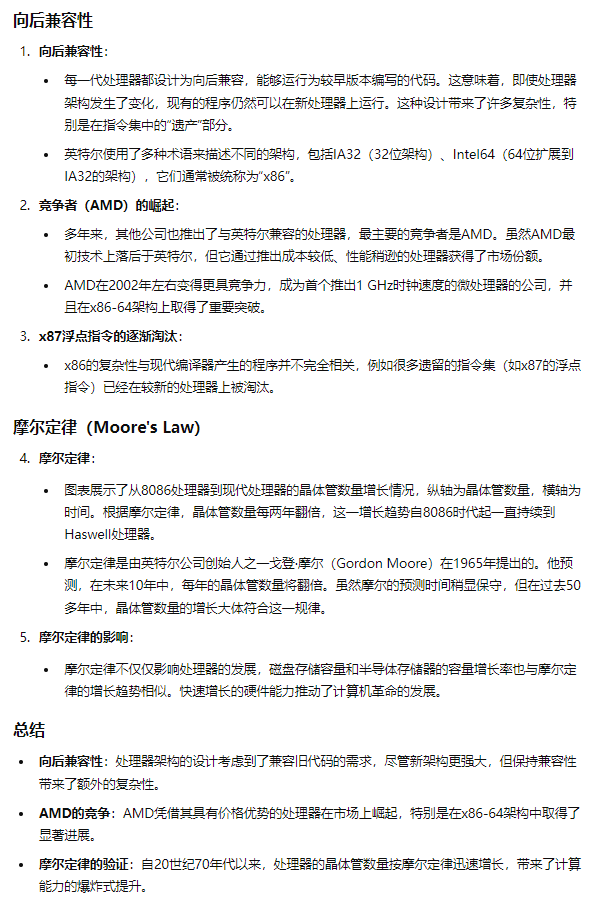




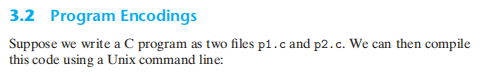


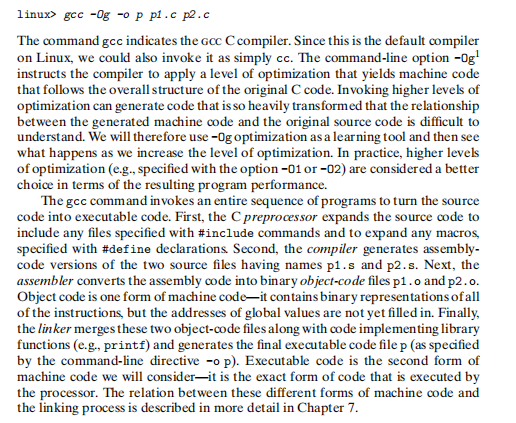


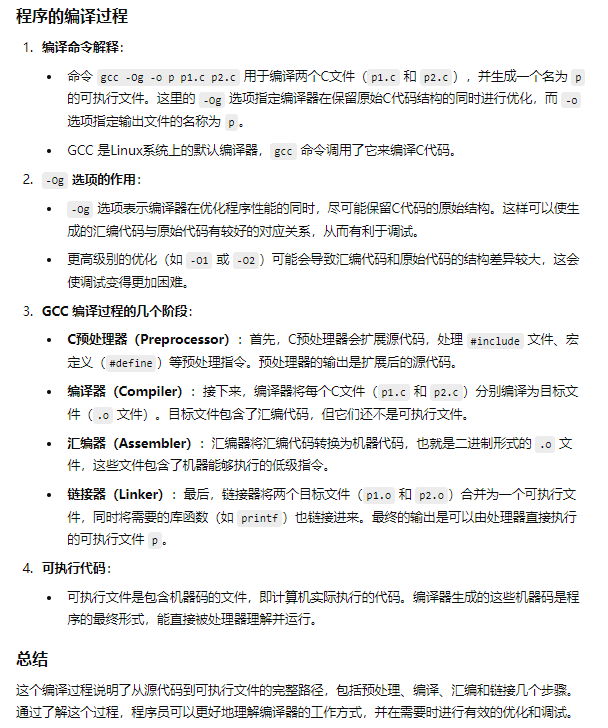




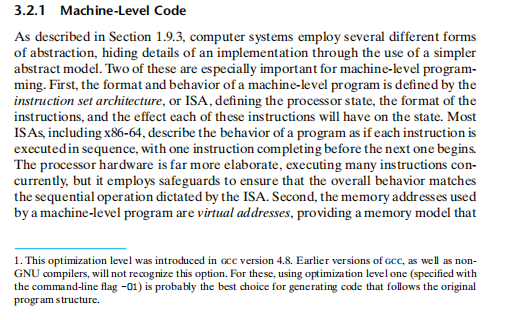
## 3.2 program Encodings

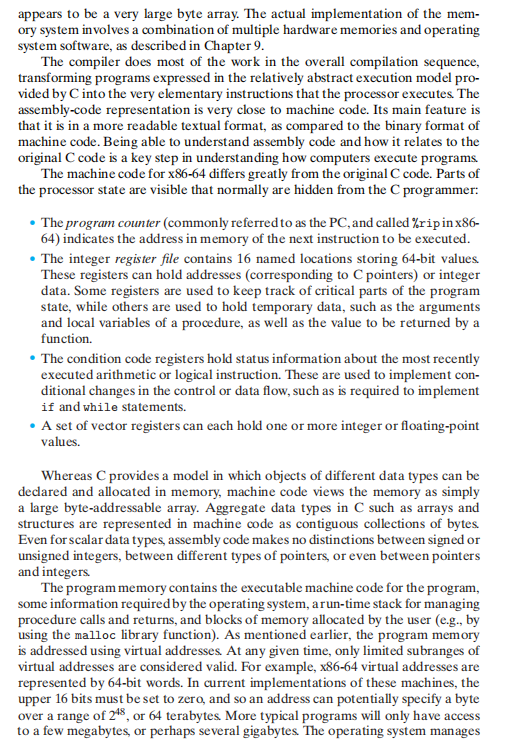


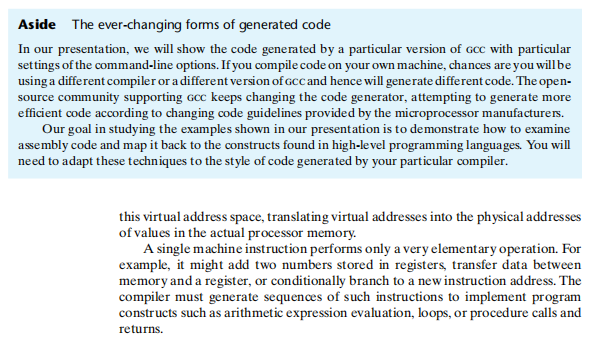


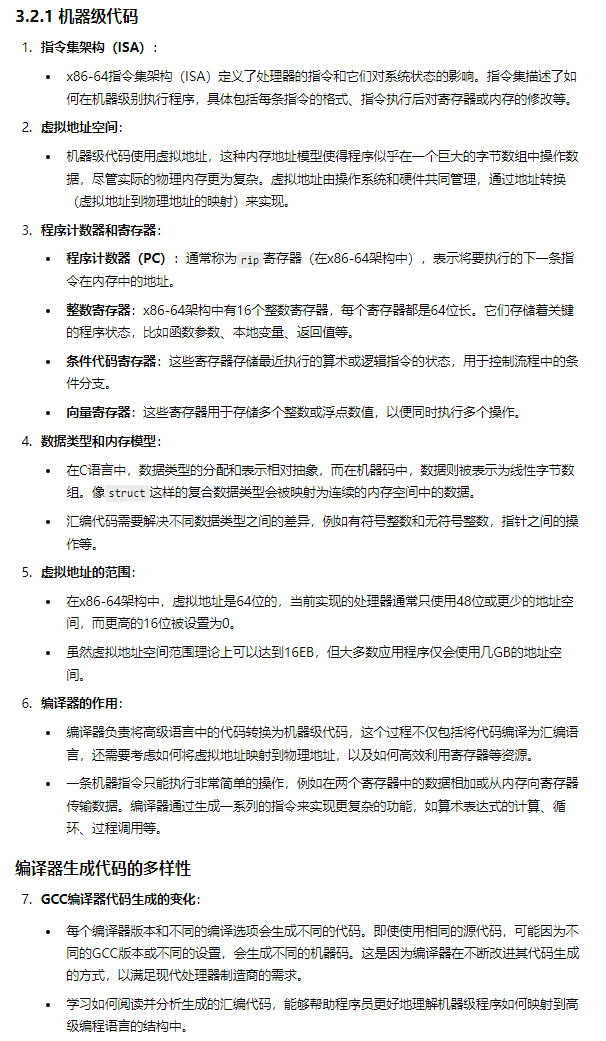


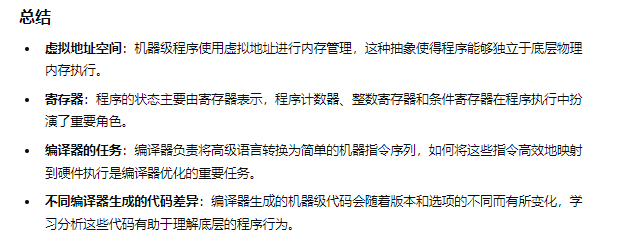
### 3.2.1 Machine-Level Code



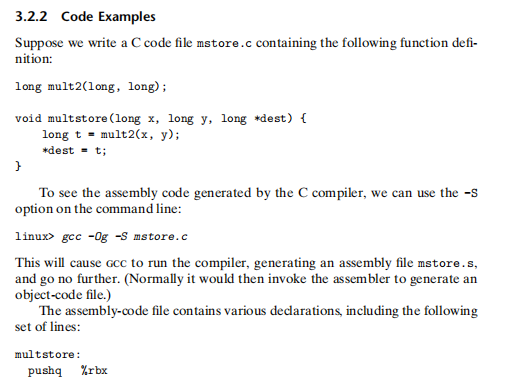


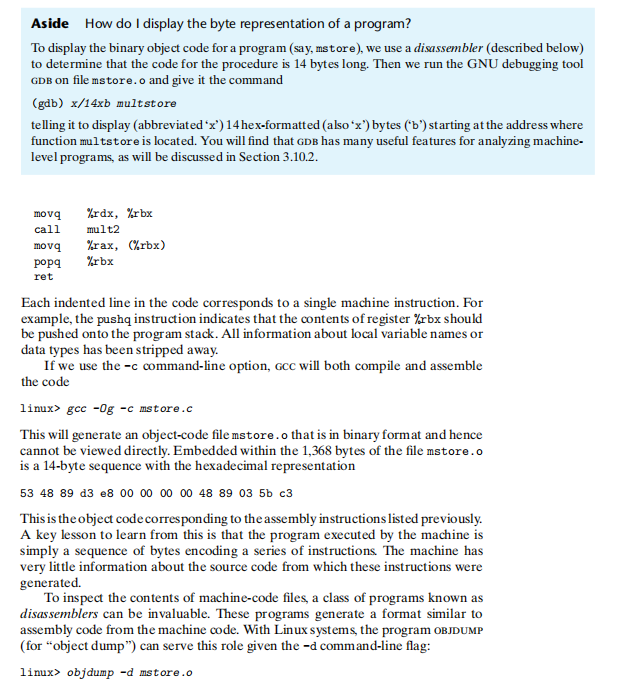


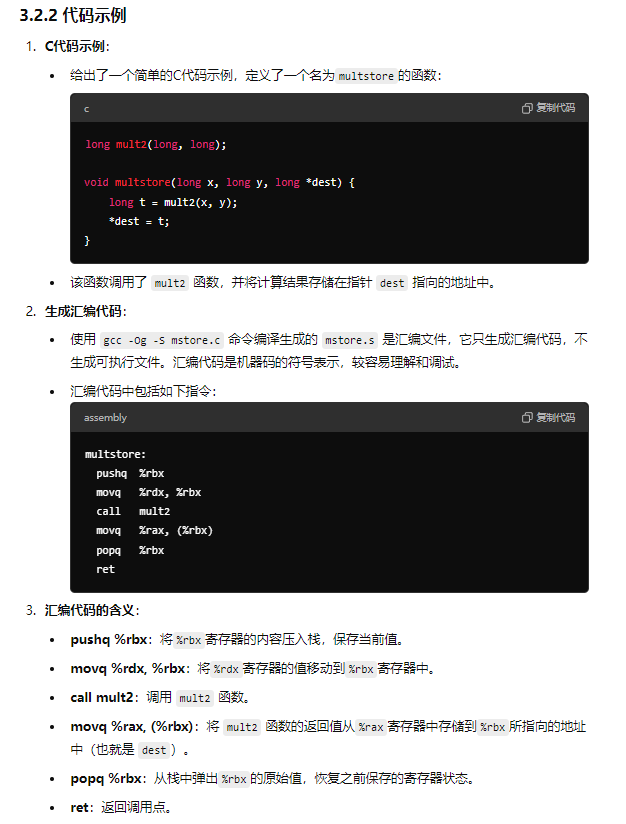




## 3.2.2 Code Examples

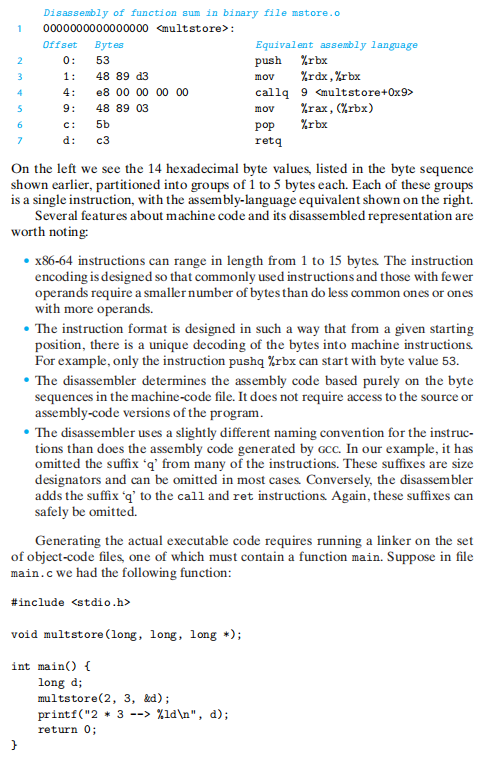


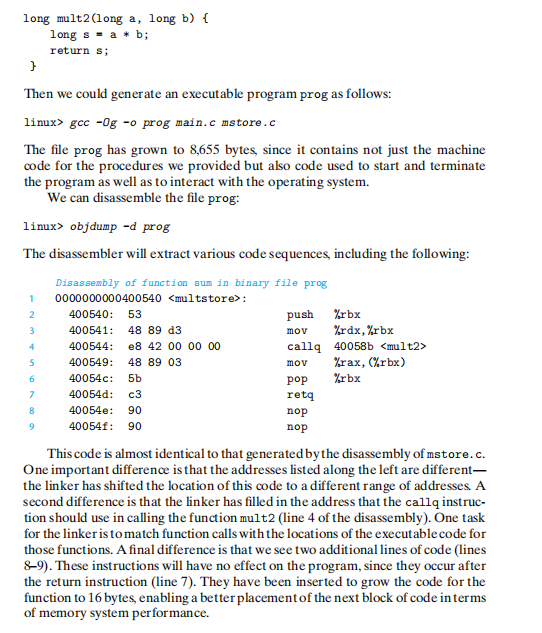




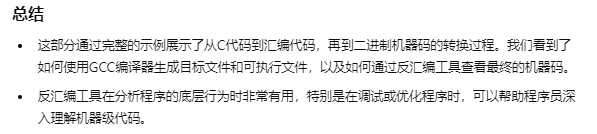


1726920871652

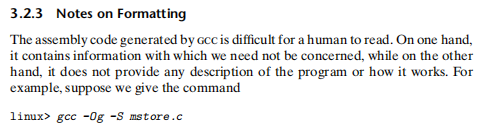


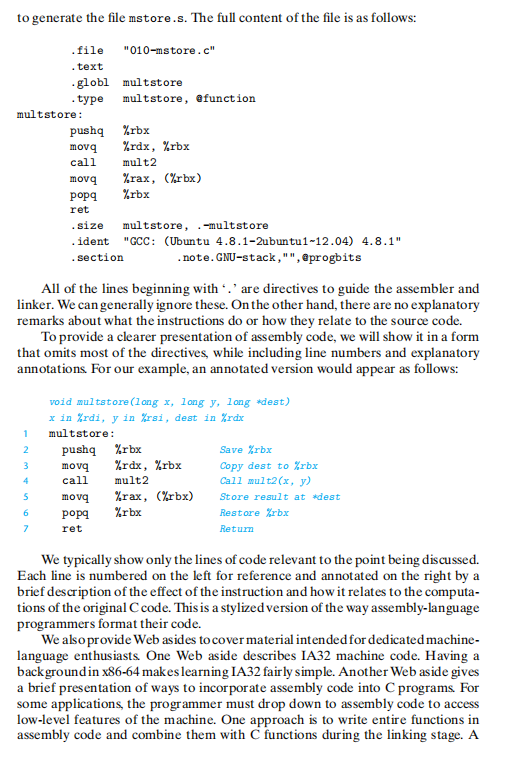


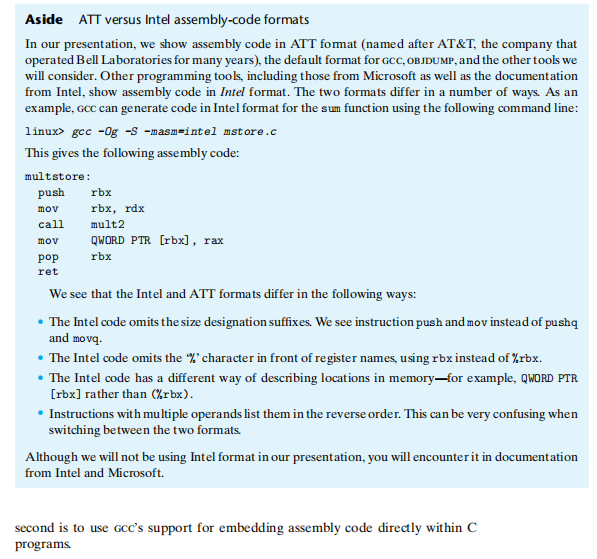




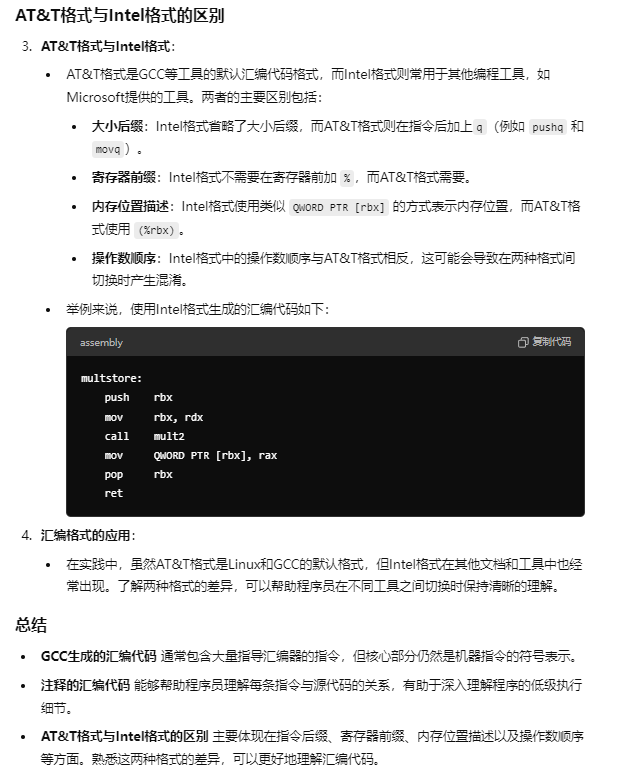
## 3.2.3 Notes on Formatting











# 3.3 Data Formats

