```c
#include <stdio.h>

void foo(void)
{
    printf("Hello World!\n");
}

int main(int argc, char **argv)
{
    foo();
    return 0;
}
```

```
00000000004005c0 <foo>:
  4005c0:   a9bf7bfd    stp   x29, x30, [sp,#-16]!
  4005c4:   910003fd    mov   x29, sp
  4005c8:   90000000    adrp  x0, 400000 <_init-0x3f0>
  4005cc:   911a6000    add   x0, x0, #0x698
  4005d0:   97ffffa4    bl    400460 <puts@plt>
  4005d4:   d503201f    nop
  4005d8:   a8c17bfd    ldp   x29, x30, [sp],#16
  4005dc:   d65f03c0    ret

00000000004005e0 <main>:
  4005e0:   a9be7bfd    stp   x29, x30, [sp,#-32]!
  4005e4:   910003fd    mov   x29, sp
  4005e8:   b9001fa0    str   w0, [x29,#28]
  4005ec:   f9000ba1    str   x1, [x29,#16]
  4005f0:   97fffff4    bl    4005c0 <foo>
  4005f4:   52800000    mov   w0, #0x0          // #0
  4005f8:   a8c27bfd    ldp   x29, x30, [sp],#32
  4005fc:   d65f03c0    ret
```

change sp, then
store x29 (FP) and x30 (LR)

load x29 (FP) and x30 (LR),
then change sp

bl stores address of
next instruction to x30 (LR)