```
uint32_t system_time;

int foo(char a, uint16_t b, int c);

 ISR(TIMER0_OVF_vect) {
    system_time++;
 }

int main(void){
   system_time = 0;
   TIMSK0 |= (1<<TOIE0);
   TCCR0B |= (1<<CS00);
   sei();
   uint32_t l;
   l = 243;
   uint8_t k;
   k = 32;
   uint16_t i;
   i = 100;
   int j;
   j=300;
   foo(1,i,j);
   while(1){}
}

int foo(char a, uint16_t b, int c){
   int x,y,z;
   x=a+c;
   y=c-a;
   z=x+y;
   return z;
}
```

	0x10FF
	0x10FE
	0x10FD
	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
00000038  CLR R1
00000039  OUT 0x3F,R1
0000003A  SER R28
0000003B  LDI R29,0x10
0000003C  OUT 0x3E,R29
0000003D  OUT 0x3D,R28
0000003E  LDI R18,0x01
0000003F  LDI R26,0x00
00000040  LDI R27,0x01
00000041  RJMP PC+0x0002
00000042  ST X+,R1
00000043  CPI R26,0x04
00000044  CPC R27,R18
00000045  BRNE PC-0x03
00000046  RCALL PC+0x0030
00000047  RJMP PC+0x00A5
00000048  RJMP PC-0x0048
```

SP(0x3D:0x3E)	
Y (R28:0x29)	

	0x10FF
	0x10FE
	0x10FD
	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
00000038  CLR R1
00000039  OUT 0x3F,R1
0000003A  SER R28
0000003B  LDI R29,0x10
0000003C  OUT 0x3E,R29
0000003D  OUT 0x3D,R28
0000003E  LDI R18,0x01
0000003F  LDI R26,0x00
00000040  LDI R27,0x01
00000041  RJMP PC+0x0002
00000042  ST X+,R1
00000043  CPI R26,0x04
00000044  CPC R27,R18
00000045  BRNE PC-0x03
00000046  RCALL PC+0x0030
00000047  RJMP PC+0x00A5
00000048  RJMP PC-0x0048
```

SP(0x3D:0x3E)	
Y (R28:0x29)	0x10FF

	0x10FF
	0x10FE
	0x10FD
	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
00000038  CLR R1
00000039  OUT 0x3F,R1
0000003A  SER R28
0000003B  LDI R29,0x10
0000003C  OUT 0x3E,R29
0000003D  OUT 0x3D,R28
0000003E  LDI R18,0x01
0000003F  LDI R26,0x00
00000040  LDI R27,0x01
00000041  RJMP PC+0x0002
00000042  ST X+,R1
00000043  CPI R26,0x04
00000044  CPC R27,R18
00000045  BRNE PC-0x03
00000046  RCALL PC+0x0030
00000047  RJMP PC+0x00A5
00000048  RJMP PC-0x0048
```

SP(0x3D:0x3E)	0x10FF
Y (R28:0x29)	0x10FF

	0x10FF
	0x10FE
	0x10FD
	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

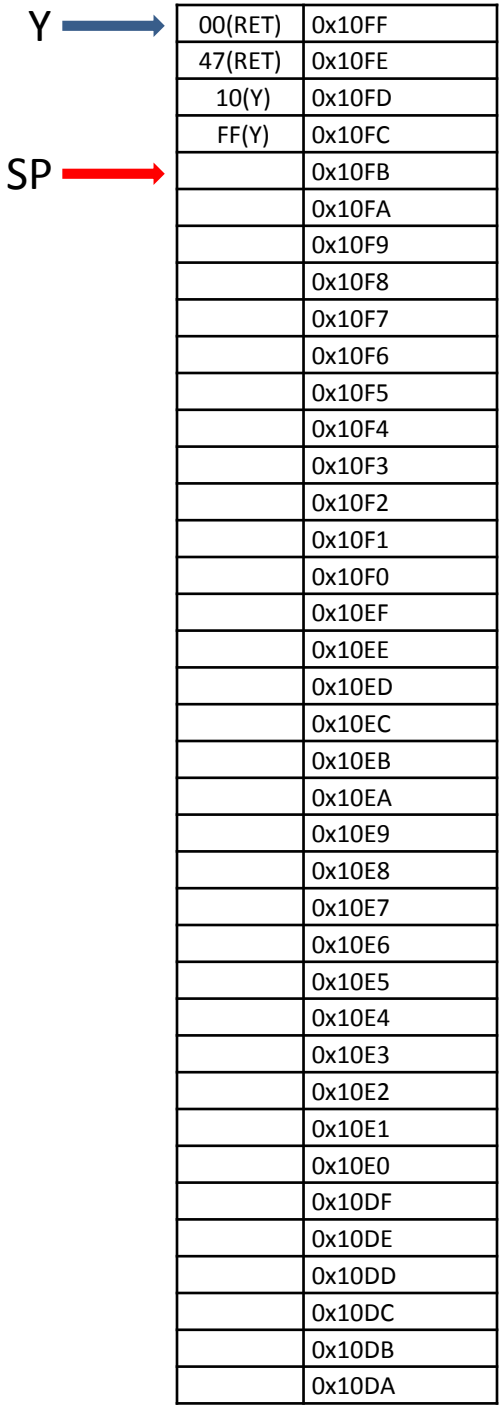
```
00000038  CLR R1
00000039  OUT 0x3F,R1
0000003A  SER R28
0000003B  LDI R29,0x10
0000003C  OUT 0x3E,R29
0000003D  OUT 0x3D,R28
0000003E  LDI R18,0x01
0000003F  LDI R26,0x00
00000040  LDI R27,0x01
00000041  RJMP PC+0x0002
00000042  ST X+,R1
00000043  CPI R26,0x04
00000044  CPC R27,R18
00000045  BRNE PC-0x03
00000046  RCALL PC+0x0030
00000047  RJMP PC+0x00A5
00000048  RJMP PC-0x0048
```

SP(0x3D:0x3E)	0x10FF
Y (R28:0x29)	0x10FF

00(RET)	0x10FF
47(RET)	0x10FE
	0x10FD
	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
00000038  CLR R1
00000039  OUT 0x3F,R1
0000003A  SER R28
0000003B  LDI R29,0x10
0000003C  OUT 0x3E,R29
0000003D  OUT 0x3D,R28
0000003E  LDI R18,0x01
0000003F  LDI R26,0x00
00000040  LDI R27,0x01
00000041  RJMP PC+0x0002
00000042  ST X+,R1
00000043  CPI R26,0x04
00000044  CPC R27,R18
00000045  BRNE PC-0x03
00000046  RCALL PC+0x0030
00000047  RJMP PC+0x00A5
00000048  RJMP PC-0x0048
```

SP(0x3D:0x3E)	0x10FD
Y (R28:0x29)	0x10FF



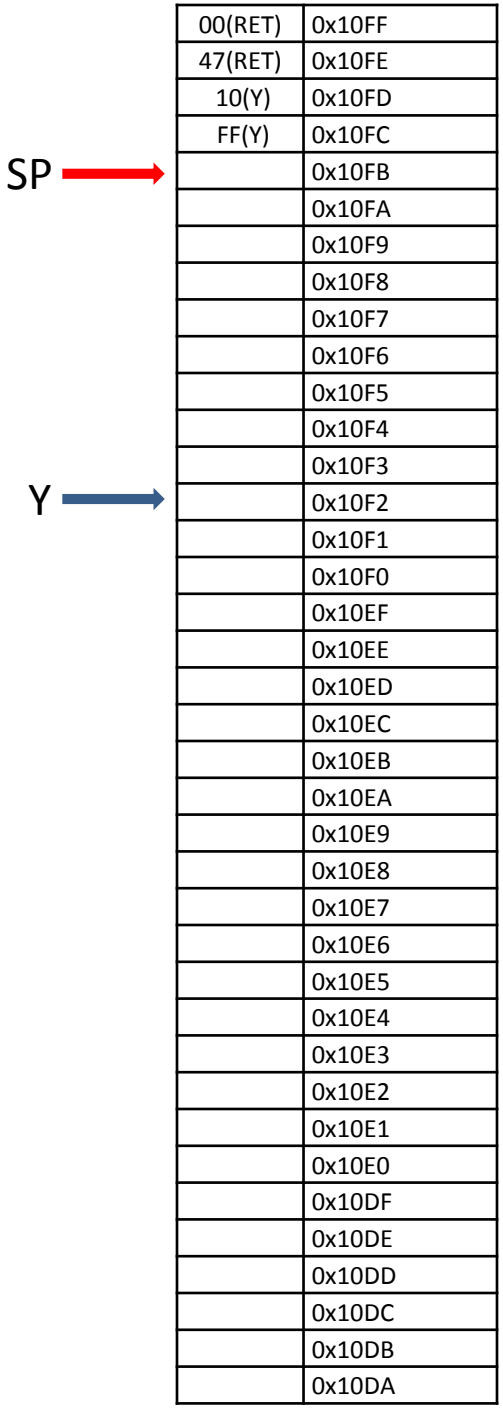

```
int main(void){
00000076  PUSH R28
00000077  PUSH R29
00000078  IN R28,0x3D
00000079  IN R29,0x3E
0000007A  SBIW R28,0x09
0000007B  IN R0,0x3F
0000007C  CLI
0000007D  OUT 0x3E,R29
0000007E  OUT 0x3F,R0
0000007F  OUT 0x3D,R28
```

SP(0x3D:0x3E)	0x10FB
Y (R28:0x29)	0x10FF

00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
int main(void){
00000076  PUSH R28
00000077  PUSH R29
00000078  IN R28,0x3D
00000079  IN R29,0x3E
0000007A  SBIW R28,0x09
0000007B  IN R0,0x3F
0000007C  CLI
0000007D  OUT 0x3E,R29
0000007E  OUT 0x3F,R0
0000007F  OUT 0x3D,R28
```

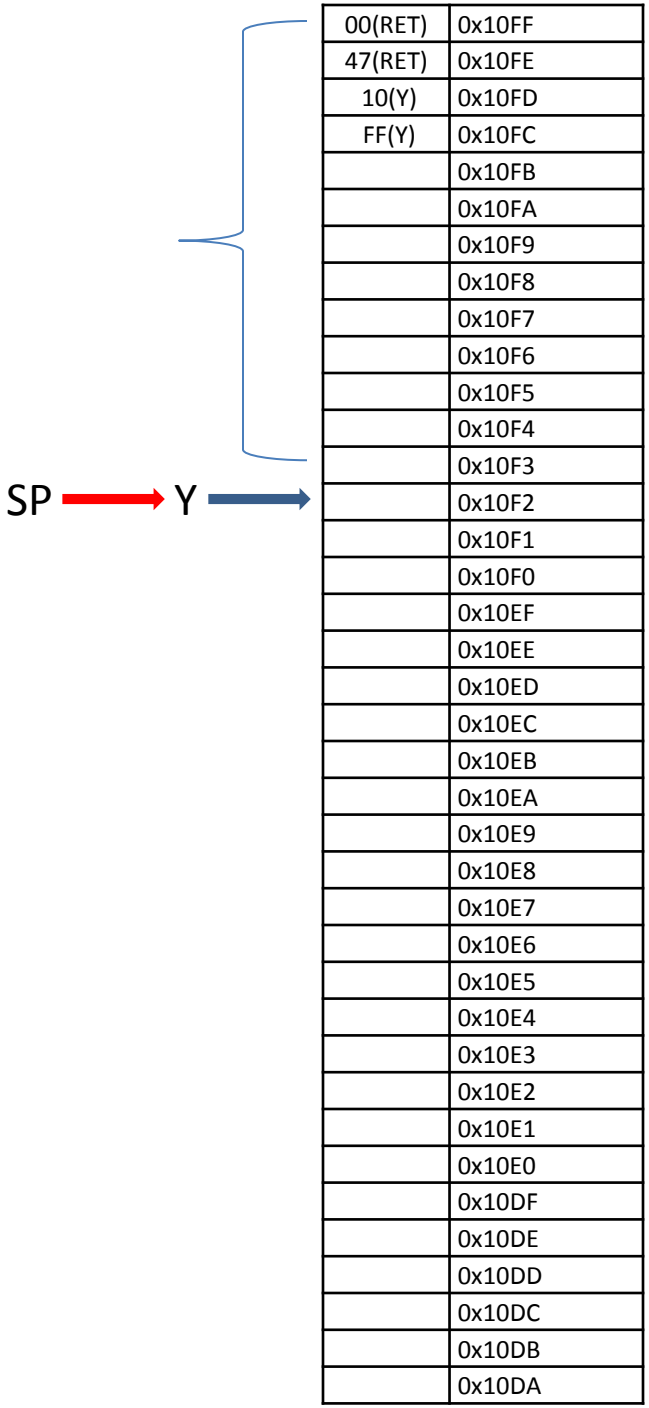
SP(0x3D:0x3E)	0x10FB
Y (R28:0x29)	0x10FB



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
int main(void){
00000076  PUSH R28
00000077  PUSH R29
00000078  IN R28,0x3D
00000079  IN R29,0x3E
0000007A  SBIW R28,0x09
0000007B  IN R0,0x3F
0000007C  CLI
0000007D  OUT 0x3E,R29
0000007E  OUT 0x3F,R0
0000007F  OUT 0x3D,R28
```

SP(0x3D:0x3E)	0x10FB
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
int main(void){
00000076  PUSH R28
00000077  PUSH R29
00000078  IN R28,0x3D
00000079  IN R29,0x3E
0000007A  SBIW R28,0x09
0000007B  IN R0,0x3F
0000007C  CLI
0000007D  OUT 0x3E,R29
0000007E  OUT 0x3F,R0
0000007F  OUT 0x3D,R28
```

SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2

00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

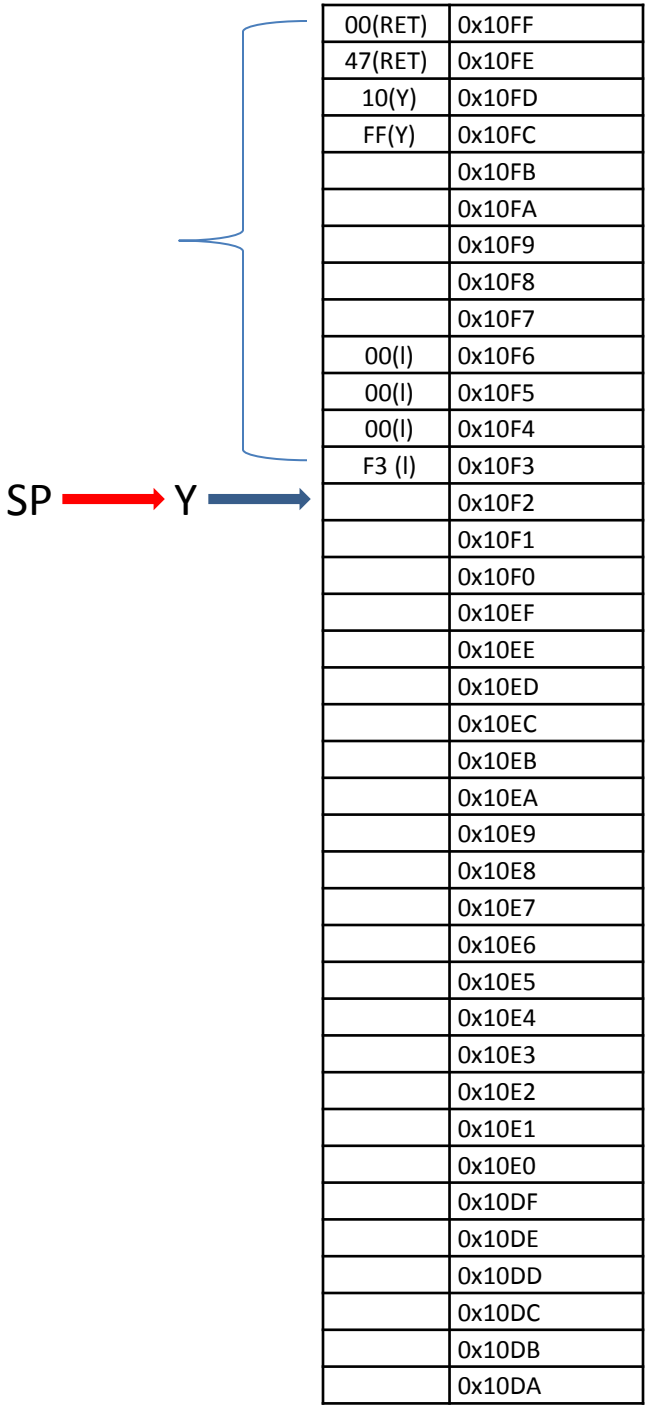
```
system_time = 0;
00000080   STS  0x0100, R1
00000082   STS  0x0101, R1
00000084   STS  0x0102, R1
00000086   STS  0x0103, R1
```

SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2

00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
I = 243;
0000009B  LDI R24, 0xF3
0000009C  LDI R25, 0x00
0000009D  LDI R26, 0x00
0000009E  LDI R27, 0x00
0000009F  STD Y+1, R24
000000A0  STD Y+2, R25
000000A1  STD Y+3, R26
000000A2  STD Y+4, R27
```

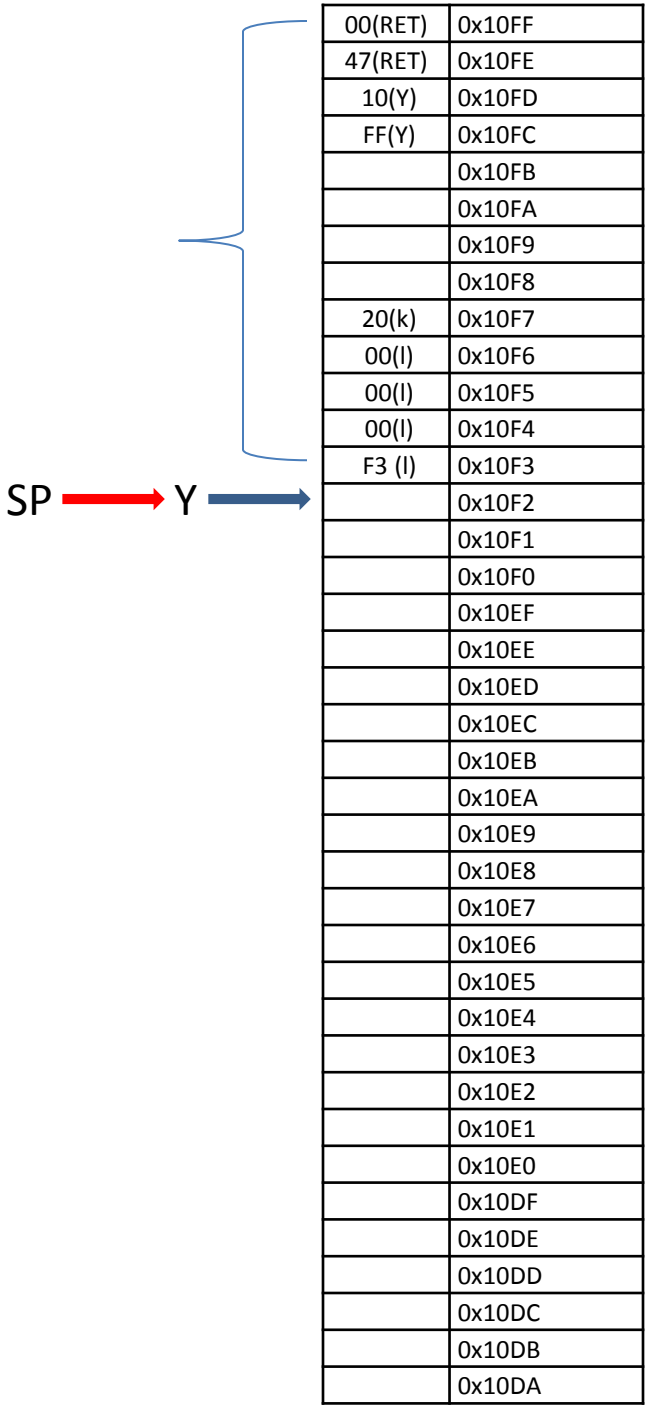
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
l = 243;
0000009B  LDI R24,0xF3
0000009C  LDI R25,0x00
0000009D  LDI R26,0x00
0000009E  LDI R27,0x00
0000009F  STD Y+1,R24
000000A0  STD Y+2,R25
000000A1  STD Y+3,R26
000000A2  STD Y+4,R27
```

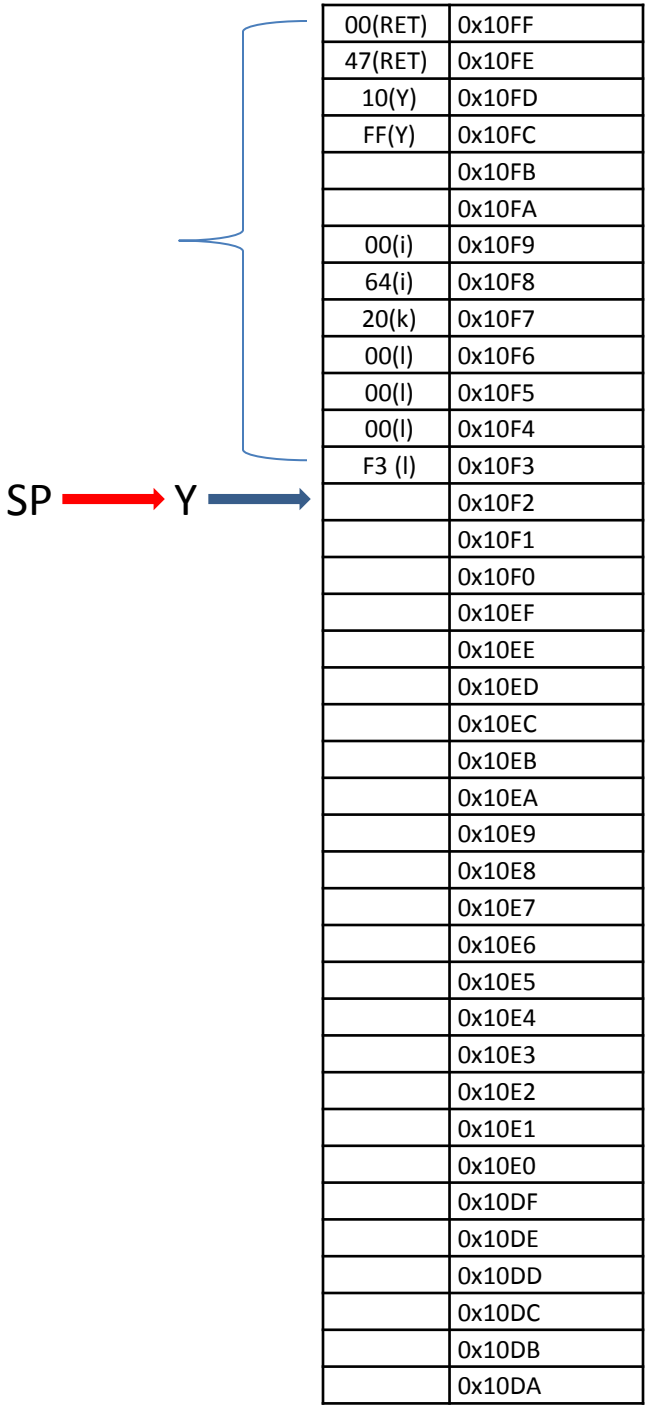
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
k = 32;
000000A3  LDI R24, 0x20
000000A4  STD Y+5, R24
i = 100;
000000A5  LDI R24, 0x64
000000A6  LDI R25, 0x00
000000A7  STD Y+7, R25
000000A8  STD Y+6, R24
j=300;
000000A9  LDI R24, 0x2C
000000AA  LDI R25, 0x01
000000AB  STD Y+9, R25
000000AC  STD Y+8, R24
```

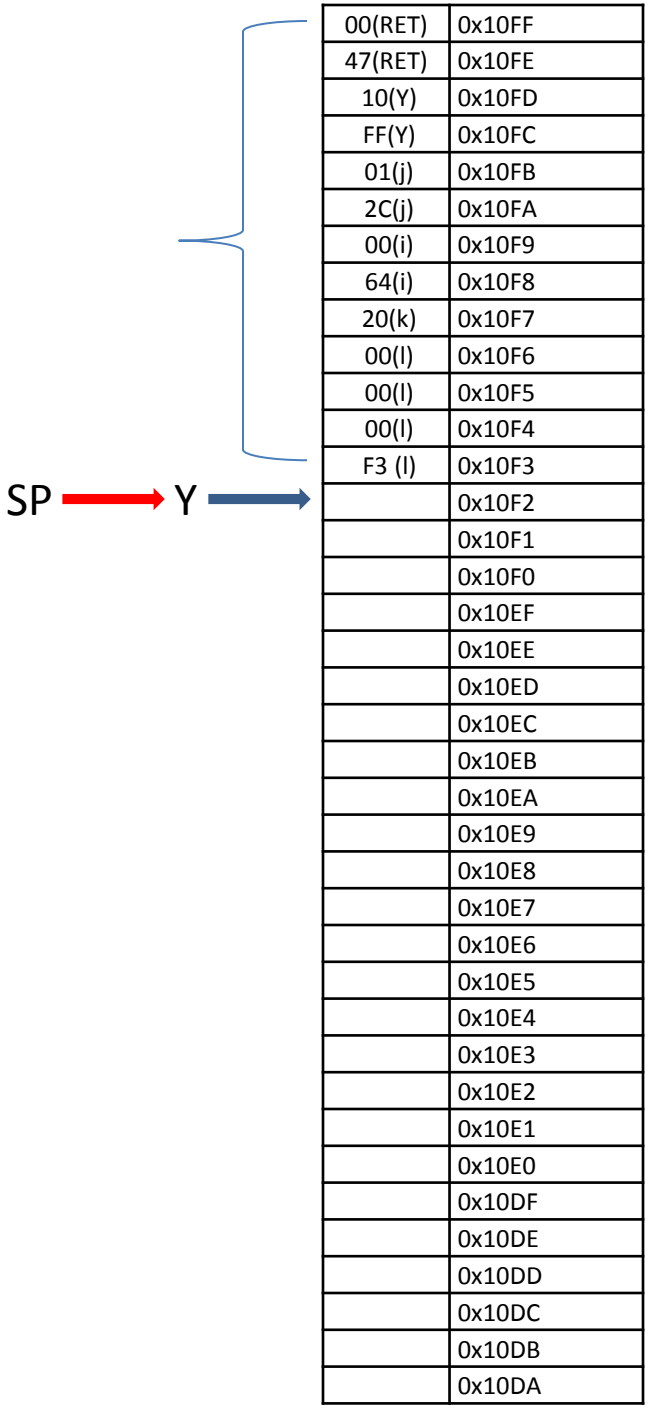
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
k = 32;
000000A3   LDI R24, 0x20
000000A4   STD Y+5, R24
i = 100;
000000A5   LDI R24, 0x64
000000A6   LDI R25, 0x00
000000A7   STD Y+7, R25
000000A8   STD Y+6, R24
j=300;
000000A9   LDI R24, 0x2C
000000AA   LDI R25, 0x01
000000AB   STD Y+9, R25
000000AC   STD Y+8, R24
```

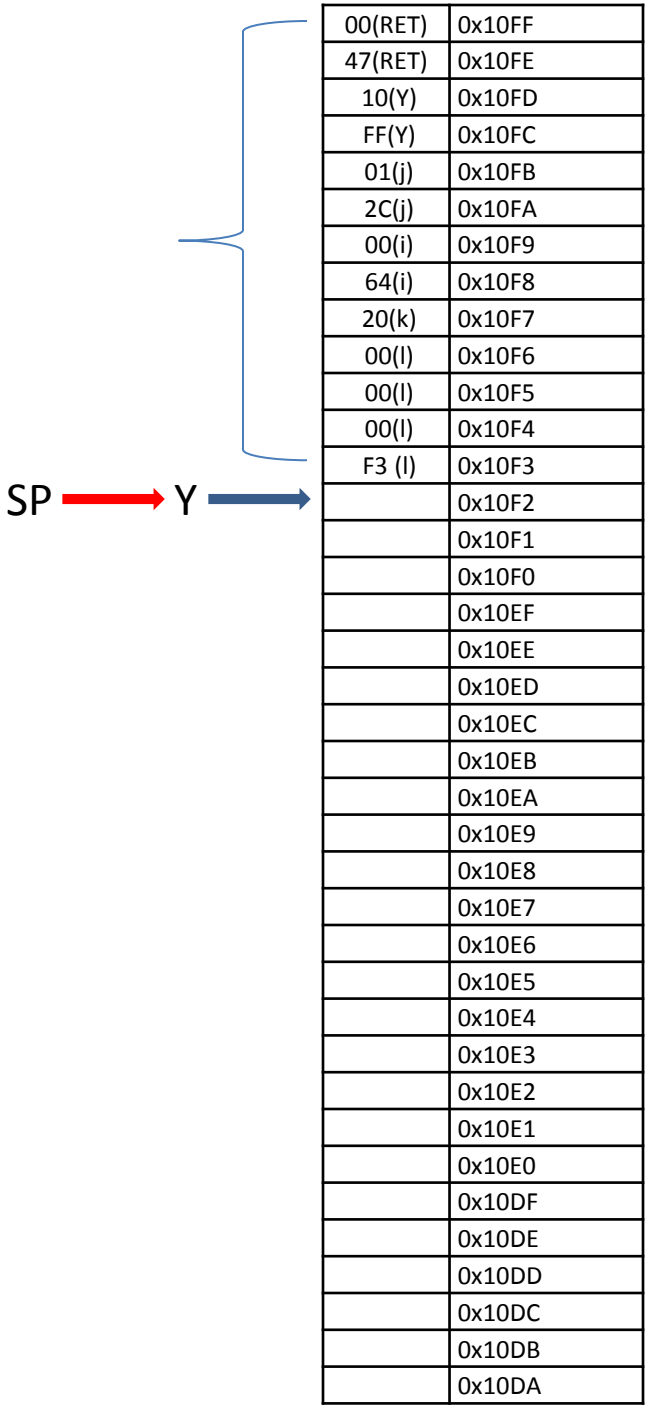
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
k = 32;
000000A3   LDI R24, 0x20
000000A4   STD Y+5, R24
i = 100;
000000A5   LDI R24, 0x64
000000A6   LDI R25, 0x00
000000A7   STD Y+7, R25
000000A8   STD Y+6, R24
j=300;
000000A9   LDI R24, 0x2C
000000AA   LDI R25, 0x01
000000AB   STD Y+9, R25
000000AC   STD Y+8, R24
```

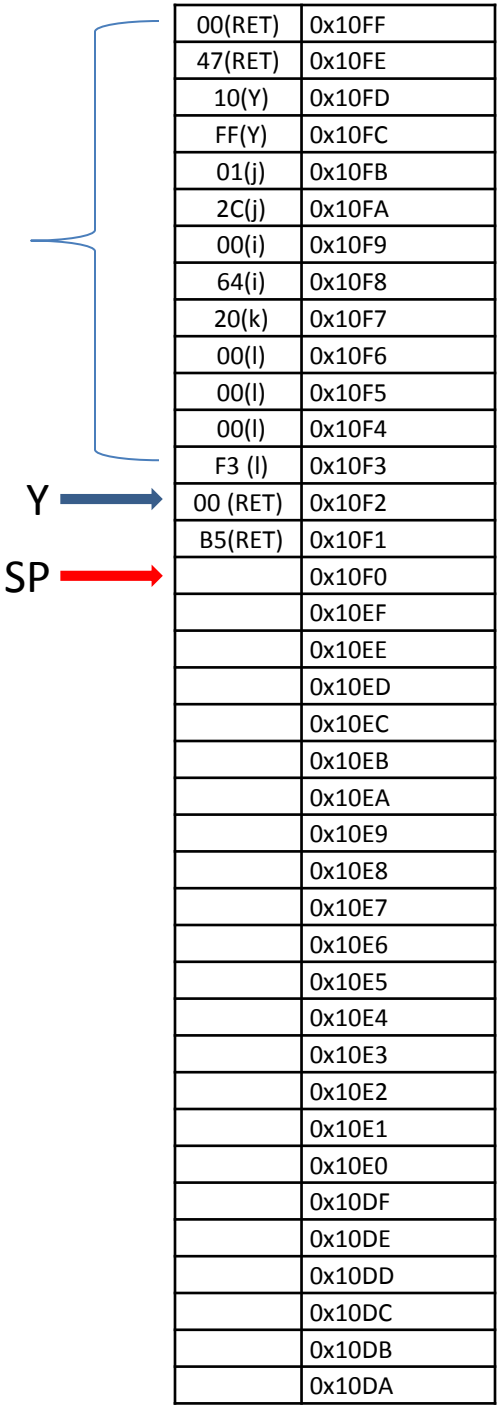
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
foo(1,i,j);
000000AD  LDD R18,Y+8
000000AE  LDD R19,Y+9
000000AF  LDD R24,Y+6
000000B0  LDD R25,Y+7
000000B1  MOVW R20,R18
000000B2  MOVW R22,R24
000000B3  LDI R24,0x01
000000B4  RCALL PC+0x0002
```

SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2

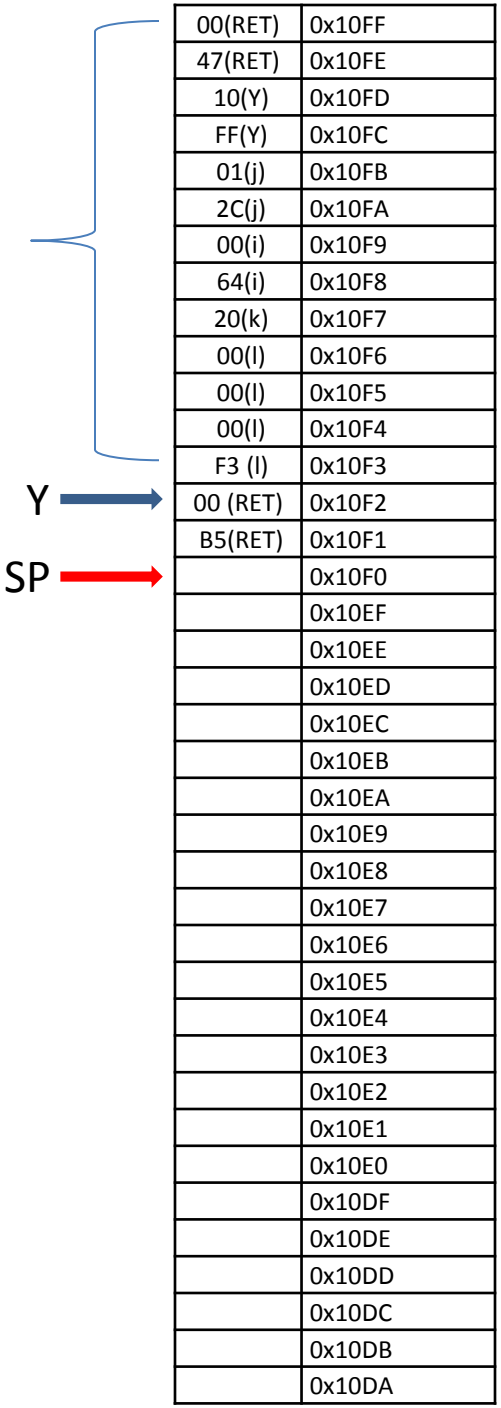


00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

foo(1,i,j);

```
000000AD  LDD R18,Y+8
000000AE  LDD R19,Y+9
000000AF  LDD R24,Y+6
000000B0  LDD R25,Y+7
000000B1  MOVW R20,R18
000000B2  MOVW R22,R24
000000B3  LDI R24,0x01
000000B4  RCALL PC+0x0002
```

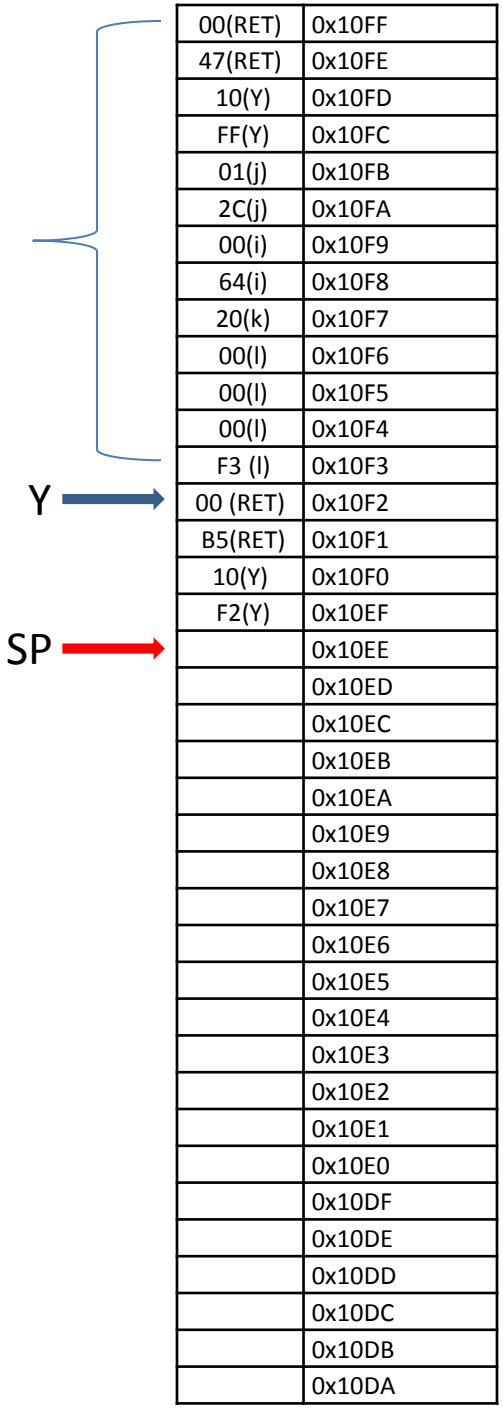
SP(0x3D:0x3E)	0x10F0
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
int foo(char a, uint16_t b, int c){
000000B6   PUSH R28
000000B7   PUSH R29
000000B8   IN R28, 0x3D
000000B9   IN R29, 0x3E
000000BA   SBIW R28, 0x0B
000000BB   IN R0, 0x3F
000000BC   CLI
000000BD   OUT 0x3E, R29
000000BE   OUT 0x3F, R0
000000BF   OUT 0x3D, R28
000000C0   STD Y+7, R24
000000C1   STD Y+9, R23
000000C2   STD Y+8, R22
000000C3   STD Y+11, R21
000000C4   STD Y+10, R20
```

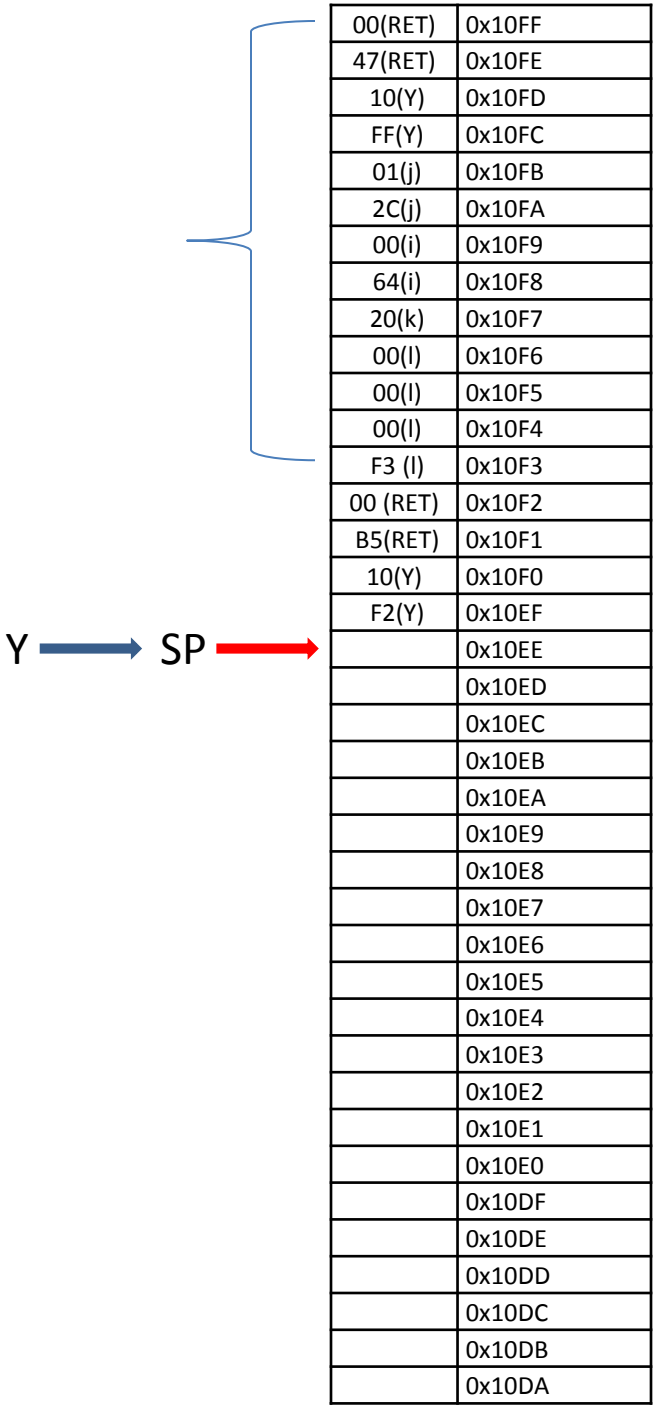
SP(0x3D:0x3E)	0x10EE
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
10(Y)	0x10F0
F2(Y)	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
int foo(char a, uint16_t b, int c){
000000B6   PUSH R28
000000B7   PUSH R29
000000B8   IN R28, 0x3D
000000B9   IN R29, 0x3E
000000BA   SBIW R28, 0x0B
000000BB   IN R0, 0x3F
000000BC   CLI
000000BD   OUT 0x3E, R29
000000BE   OUT 0x3F, R0
000000BF   OUT 0x3D, R28
000000C0   STD Y+7, R24
000000C1   STD Y+9, R23
000000C2   STD Y+8, R22
000000C3   STD Y+11, R21
000000C4   STD Y+10, R20
```

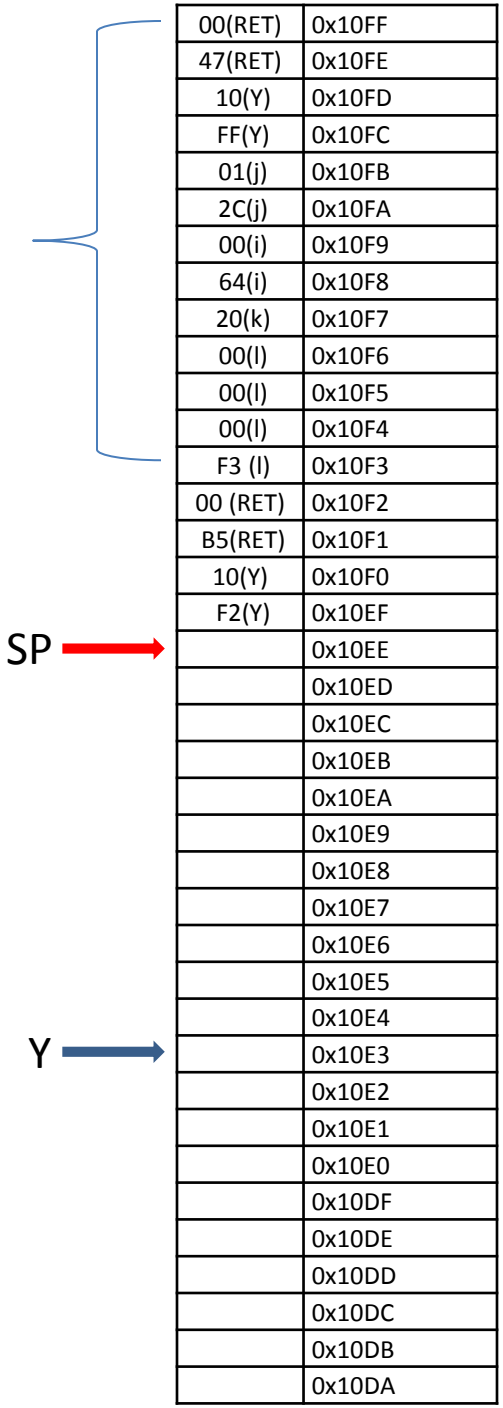
SP(0x3D:0x3E)	0x10EE
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
10(Y)	0x10F0
F2(Y)	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

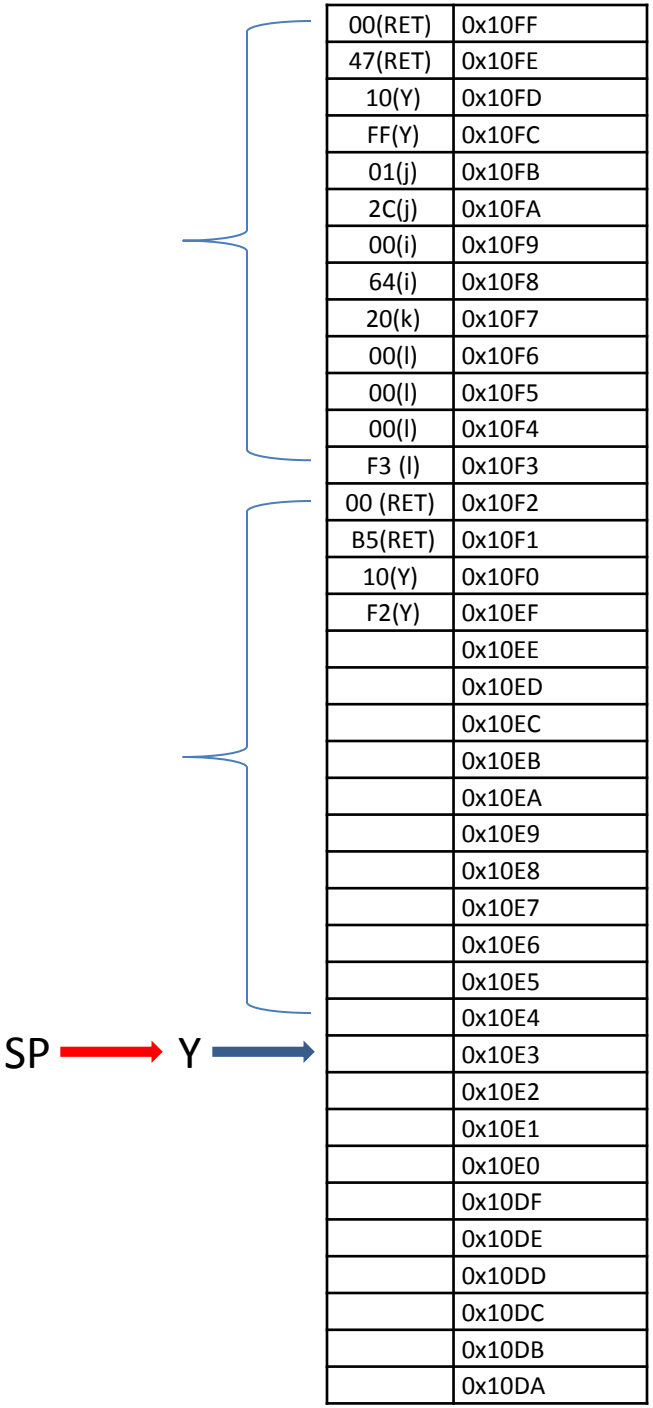
```
int foo(char a, uint16_t b, int c){
000000B6   PUSH R28
000000B7   PUSH R29
000000B8   IN R28, 0x3D
000000B9   IN R29, 0x3E
000000BA   SBIW R28, 0x0B
000000BB   IN R0, 0x3F
000000BC   CLI
000000BD   OUT 0x3E, R29
000000BE   OUT 0x3F, R0
000000BF   OUT 0x3D, R28
000000C0   STD Y+7, R24
000000C1   STD Y+9, R23
000000C2   STD Y+8, R22
000000C3   STD Y+11, R21
000000C4   STD Y+10, R20
```

SP(0x3D:0x3E)	0x10EE
Y (R28:0x29)	0x10EE




```
int foo(char a, uint16_t b, int c){
000000B6   PUSH R28
000000B7   PUSH R29
000000B8   IN R28, 0x3D
000000B9   IN R29, 0x3E
000000BA   SBIW R28, 0x0B
000000BB   IN R0, 0x3F
000000BC   CLI
000000BD   OUT 0x3E, R29
000000BE   OUT 0x3F, R0
000000BF   OUT 0x3D, R28
000000C0   STD Y+7, R24
000000C1   STD Y+9, R23
000000C2   STD Y+8, R22
000000C3   STD Y+11, R21
000000C4   STD Y+10, R20
```

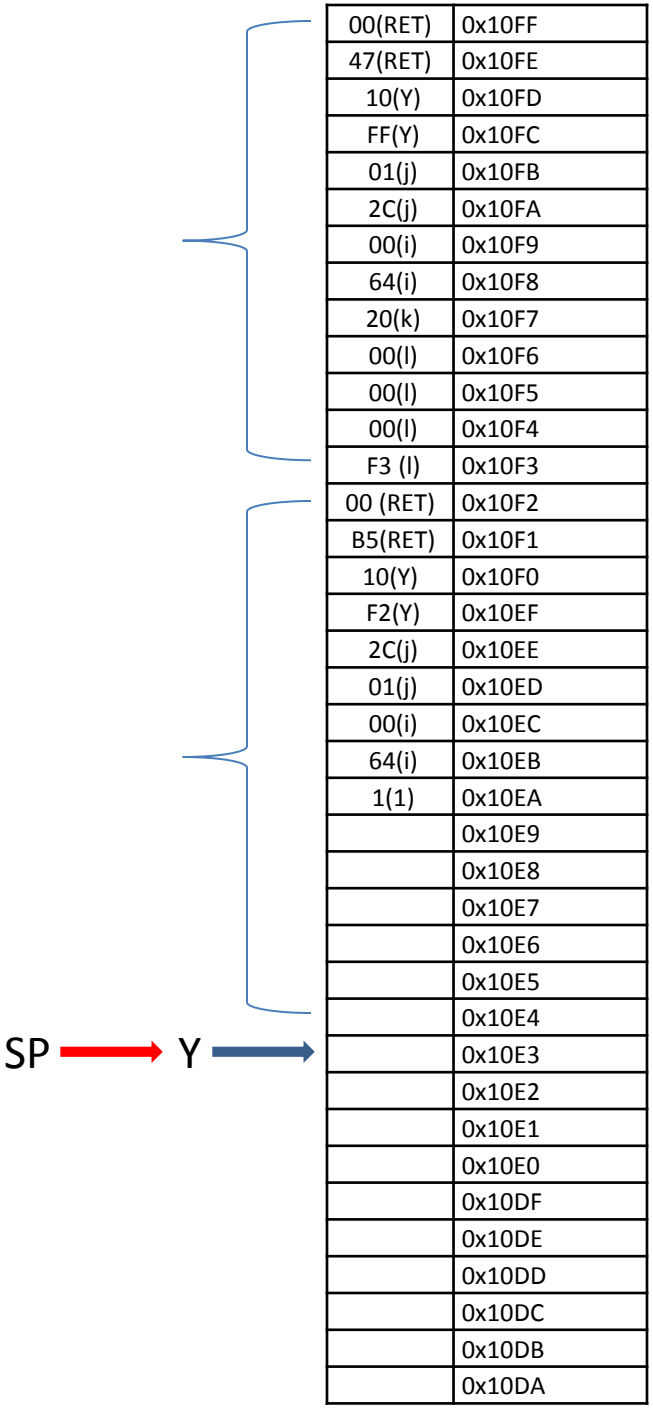
SP(0x3D:0x3E)	0x10EE
Y (R28:0x29)	0x10E3



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
10(Y)	0x10F0
F2(Y)	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
int foo(char a, uint16_t b, int c){
000000B6   PUSH R28
000000B7   PUSH R29
000000B8   IN R28, 0x3D
000000B9   IN R29, 0x3E
000000BA   SBIW R28, 0x0B
000000BB   IN R0, 0x3F
000000BC   CLI
000000BD   OUT 0x3E, R29
000000BE   OUT 0x3F, R0
000000BF   OUT 0x3D, R28
000000C0   STD Y+7, R24
000000C1   STD Y+9, R23
000000C2   STD Y+8, R22
000000C3   STD Y+11, R21
000000C4   STD Y+10, R20
```

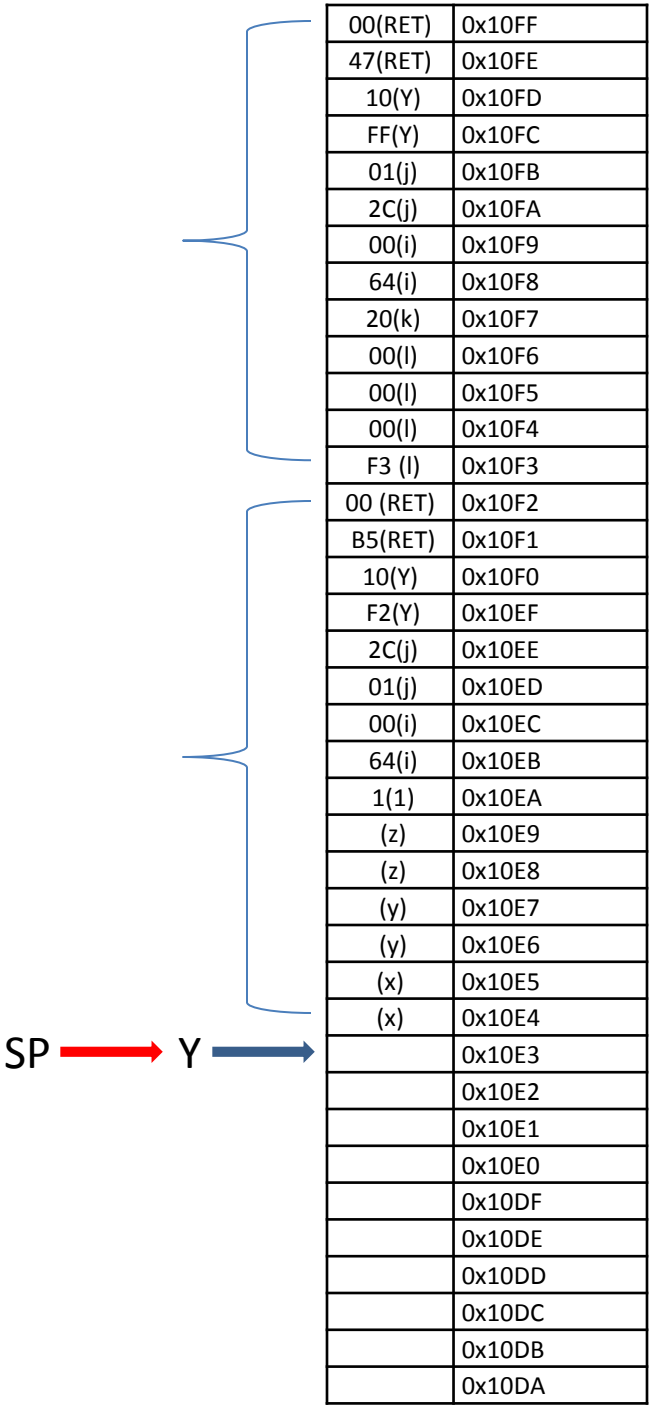
SP(0x3D:0x3E)	0x10E3
Y (R28:0x29)	0x10E3



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
10(Y)	0x10F0
F2(Y)	0x10EF
2C(j)	0x10EE
01(j)	0x10ED
00(i)	0x10EC
64(i)	0x10EB
1(1)	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

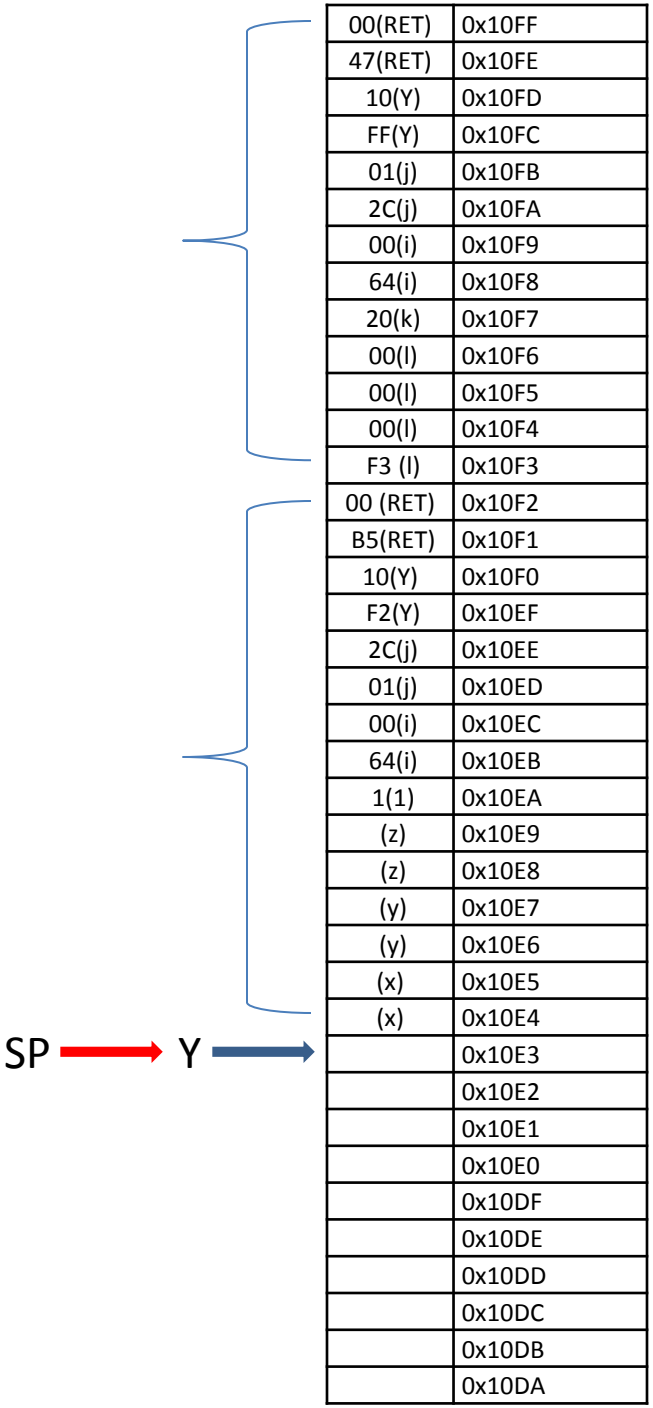
```
int foo(char a, uint16_t b, int c){
000000B6   PUSH R28
000000B7   PUSH R29
000000B8   IN R28, 0x3D
000000B9   IN R29, 0x3E
000000BA   SBIW R28, 0x0B
000000BB   IN R0, 0x3F
000000BC   CLI
000000BD   OUT 0x3E, R29
000000BE   OUT 0x3F, R0
000000BF   OUT 0x3D, R28
000000C0   STD Y+7, R24
000000C1   STD Y+9, R23
000000C2   STD Y+8, R22
000000C3   STD Y+11, R21
000000C4   STD Y+10, R20
```

SP(0x3D:0x3E)	0x10E3
Y (R28:0x29)	0x10E3



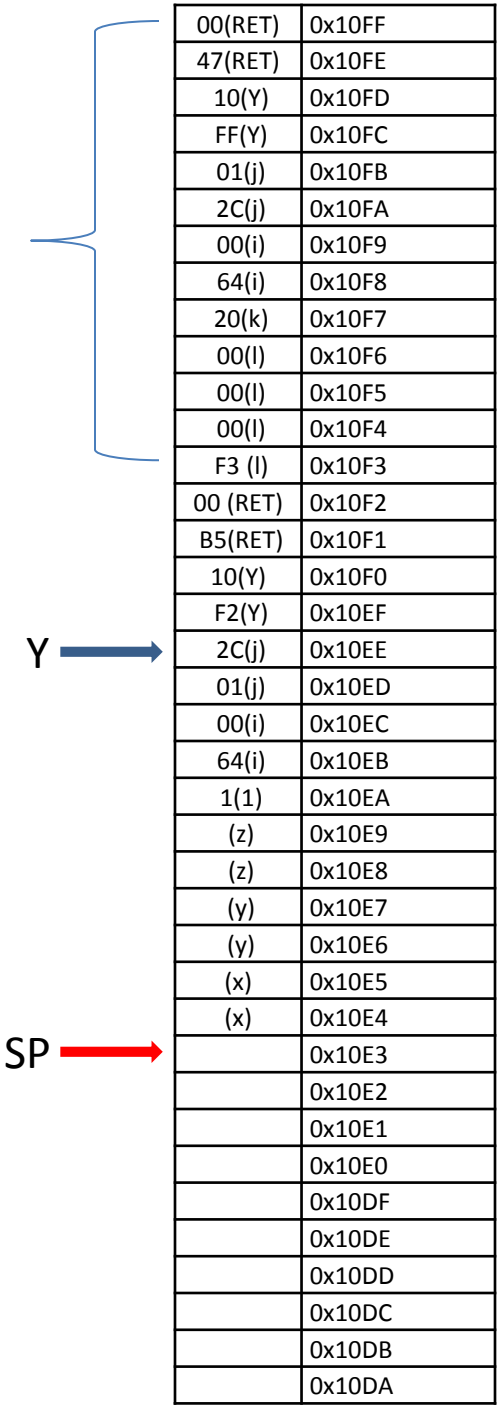

```
x=a+c;
y=c-a;
z=x+y;
```

SP(0x3D:0x3E)	0x10E3
Y (R28:0x29)	0x10E3



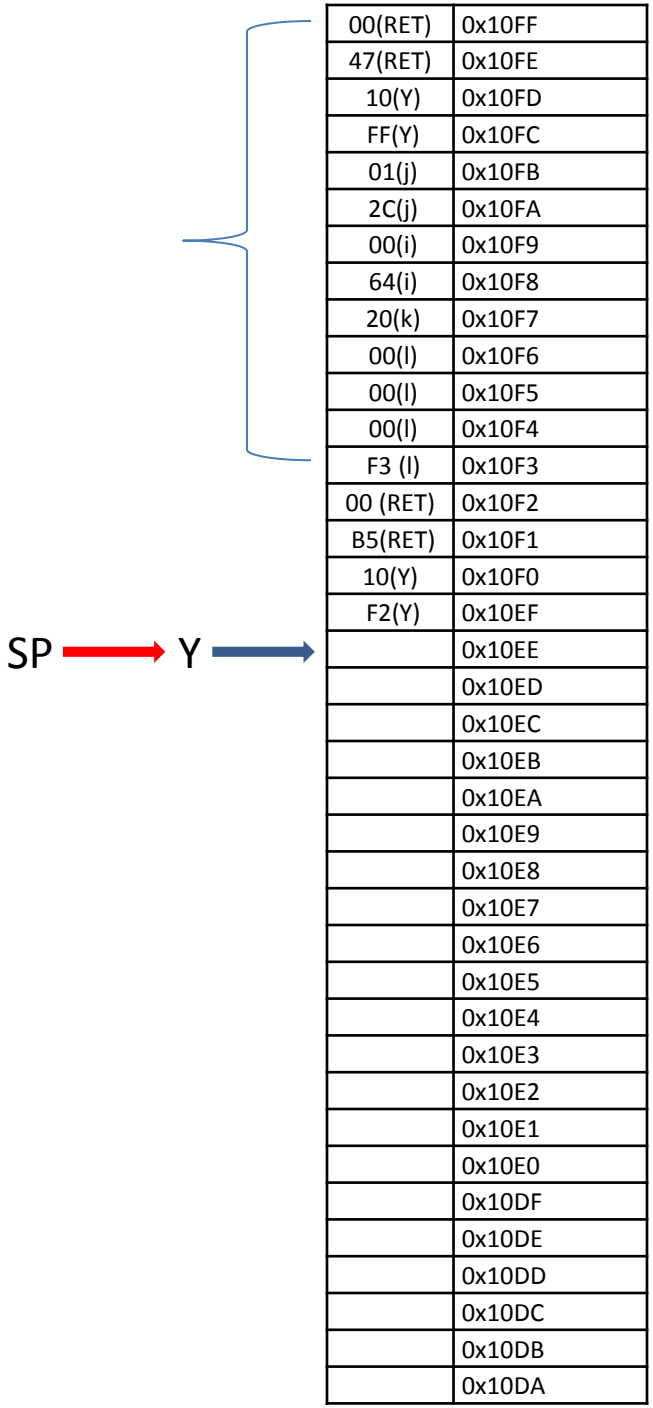

```
return z;
000000E1  LDD R24, Y+5
000000E2  LDD R25, Y+6
}
000000E3  ADIW R28, 0x0B
000000E4  IN R0, 0x3F
000000E5  CLI
000000E6  OUT 0x3E, R29
000000E7  OUT 0x3F, R0
000000E8  OUT 0x3D, R28
000000E9  POP R29
000000EA  POP R28
000000EB  RET
```

SP(0x3D:0x3E)	0x10E3
Y (R28:0x29)	0x10E3




```
return z;
000000E1  LDD R24,Y+5
000000E2  LDD R25,Y+6
}
000000E3  ADIW R28,0x0B
000000E4  IN R0,0x3F
000000E5  CLI
000000E6  OUT 0x3E,R29
000000E7  OUT 0x3F,R0
000000E8  OUT 0x3D,R28
000000E9  POP R29
000000EA  POP R28
000000EB  RET
```

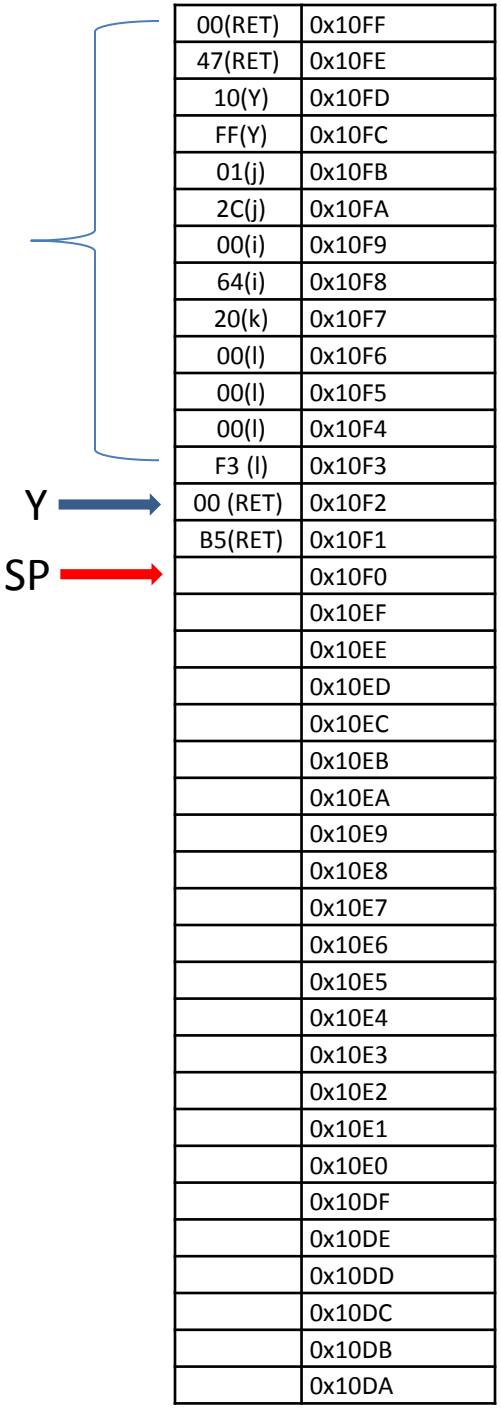
SP(0x3D:0x3E)	0x10E3
Y (R28:0x29)	0x10EE



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
10(Y)	0x10F0
F2(Y)	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
return z;
000000E1  LDD R24,Y+5
000000E2  LDD R25,Y+6
}
000000E3  ADIW R28,0x0B
000000E4  IN R0,0x3F
000000E5  CLI
000000E6  OUT 0x3E,R29
000000E7  OUT 0x3F,R0
000000E8  OUT 0x3D,R28
000000E9  POP R29
000000EA  POP R28
000000EB  RET
```

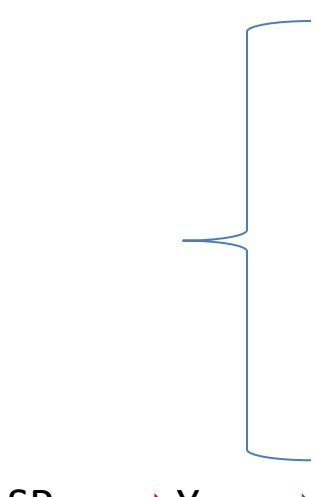
SP(0x3D:0x3E)	0x10EE
Y (R28:0x29)	0x10EE



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
00 (RET)	0x10F2
B5(RET)	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
return z;
000000E1  LDD R24, Y+5
000000E2  LDD R25, Y+6
}
000000E3  ADIW R28, 0x0B
000000E4  IN R0, 0x3F
000000E5  CLI
000000E6  OUT 0x3E, R29
000000E7  OUT 0x3F, R0
000000E8  OUT 0x3D, R28
000000E9  POP R29
000000EA  POP R28
000000EB  RET
```

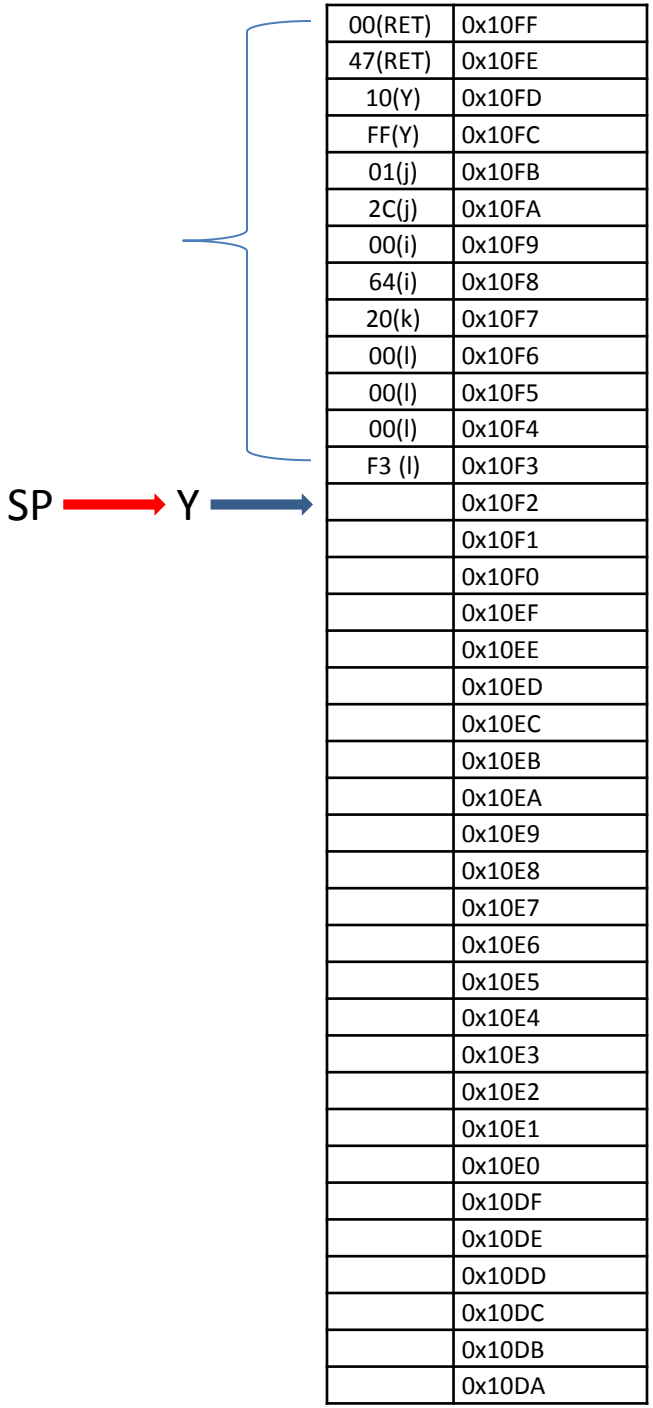
SP(0x3D:0x3E)	0x10F0
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
return z;
000000E1  LDD R24, Y+5
000000E2  LDD R25, Y+6
}
000000E3  ADIW R28, 0x0B
000000E4  IN R0, 0x3F
000000E5  CLI
000000E6  OUT 0x3E, R29
000000E7  OUT 0x3F, R0
000000E8  OUT 0x3D, R28
000000E9  POP R29
000000EA  POP R28
000000EB  RET
```

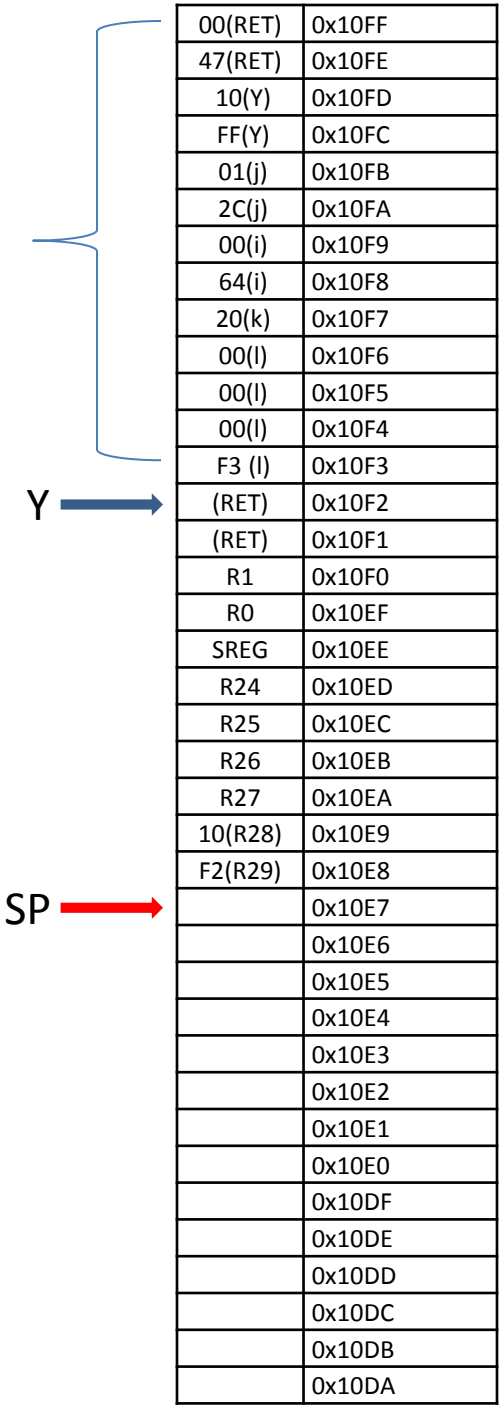
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
while(1){}
000000B5  RJMP PC-0x0000
```

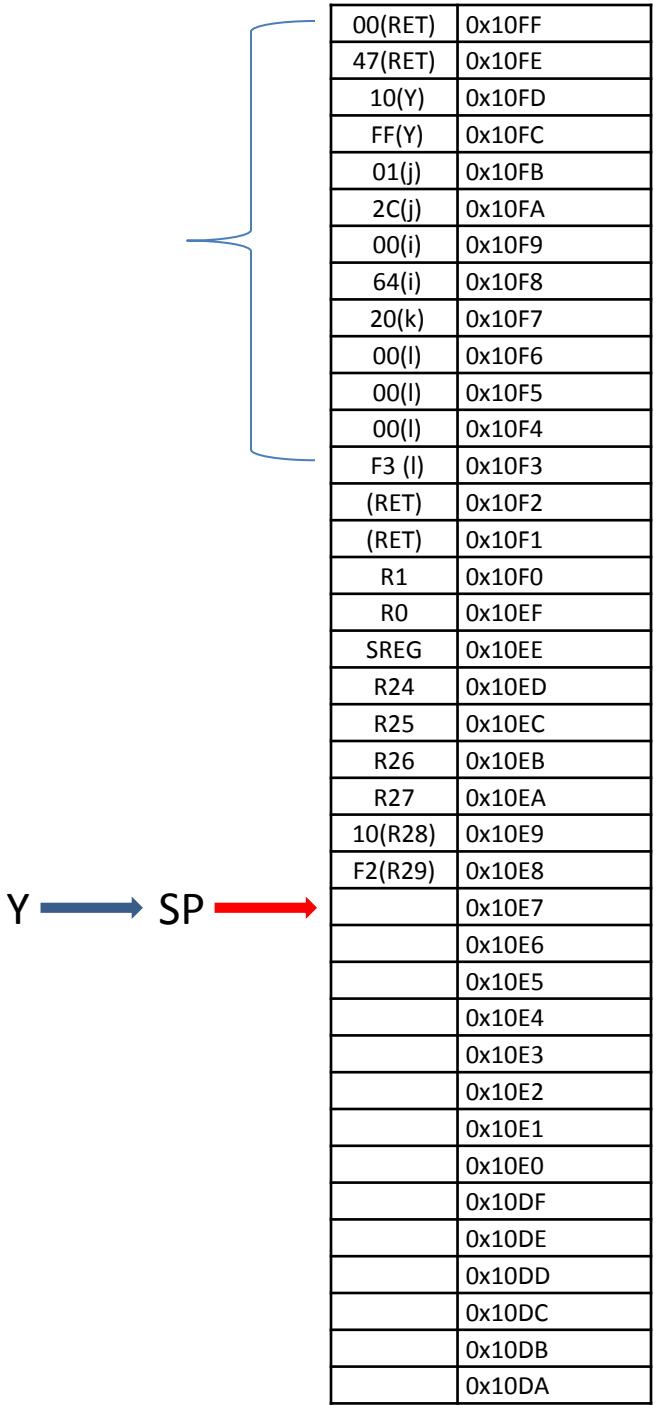
SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
(RET)	0x10F2
(RET)	0x10F1
R1	0x10F0
R0	0x10EF
SREG	0x10EE
R24	0x10ED
R25	0x10EC
R26	0x10EB
R27	0x10EA
10(R28)	0x10E9
F2(R29)	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

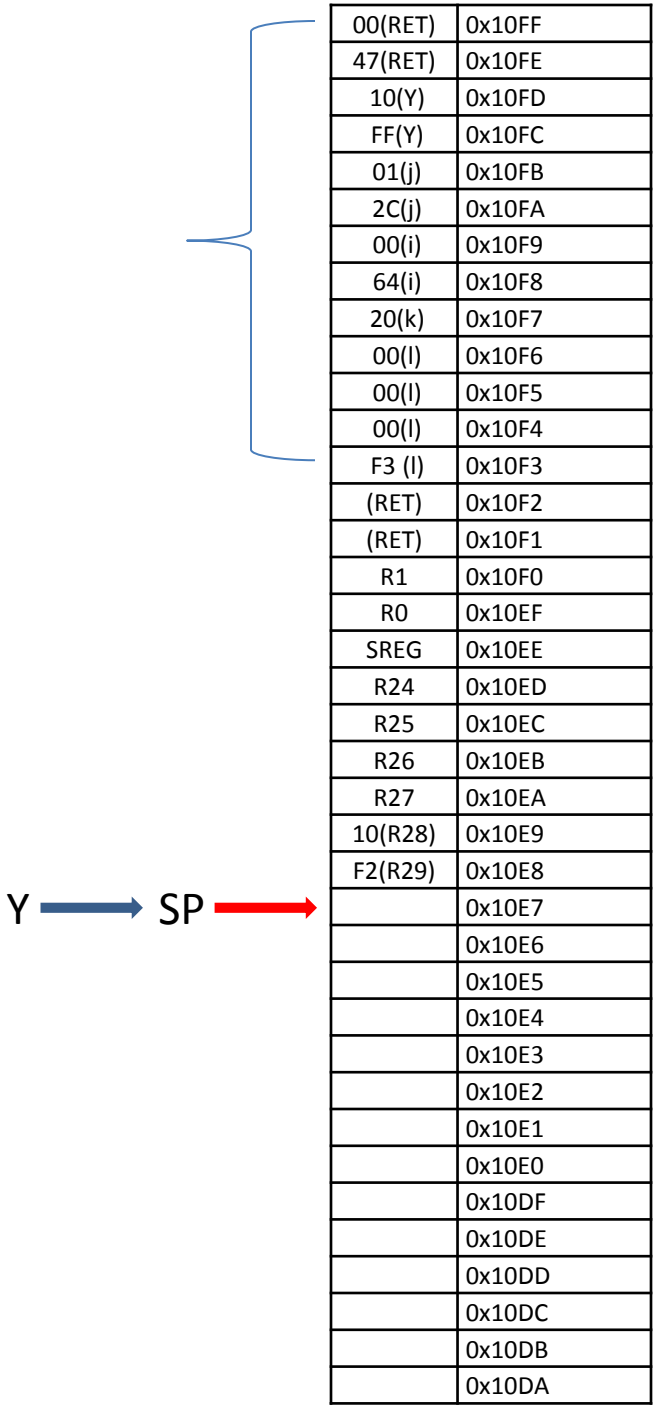
```
ISR(TIMER0_OVF_vect) {
00000049  PUSH R1
0000004A  PUSH R0
0000004B  LDS R0, 0x005F
0000004D  PUSH R0
0000004E  CLR R1
0000004F  PUSH R24
00000050  PUSH R25
00000051  PUSH R26
00000052  PUSH R27
00000053  PUSH R28
00000054  PUSH R29
00000055  IN R28, 0x3D
00000056  IN R29, 0x3E
```

SP(0x3D:0x3E)	0x10E7
Y (R28:0x29)	0x10F2



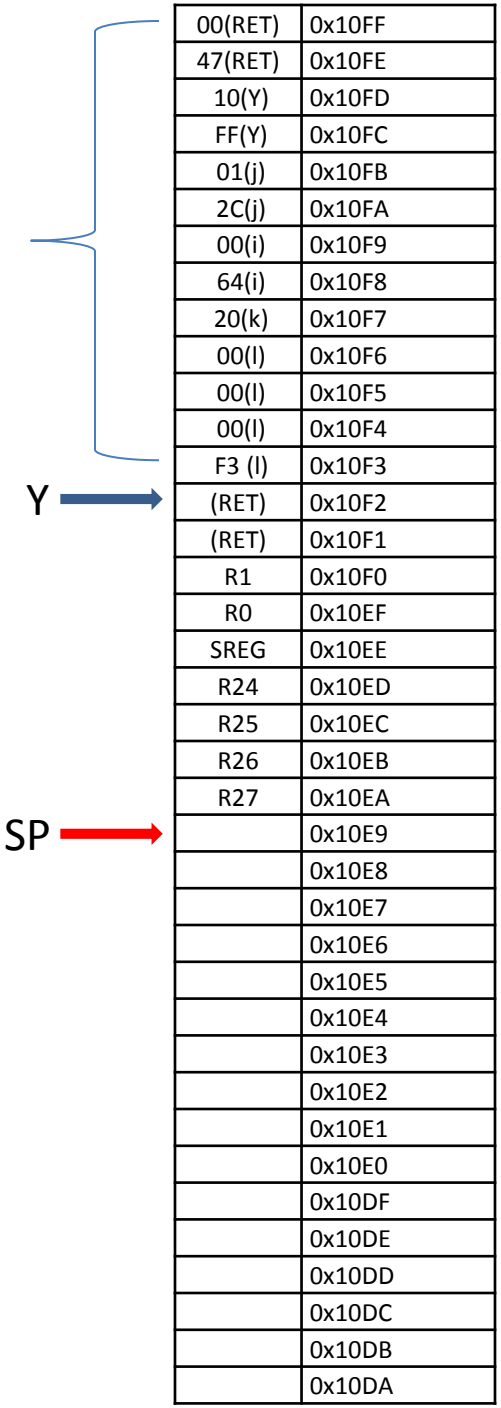

```
ISR(TIMER0_OVF_vect) {
00000049  PUSH R1
0000004A  PUSH R0
0000004B  LDS R0, 0x005F
0000004D  PUSH R0
0000004E  CLR R1
0000004F  PUSH R24
00000050  PUSH R25
00000051  PUSH R26
00000052  PUSH R27
00000053  PUSH R28
00000054  PUSH R29
00000055  IN R28, 0x3D
00000056  IN R29, 0x3E
```

SP(0x3D:0x3E)	0x10E7
Y (R28:0x29)	0x10E7



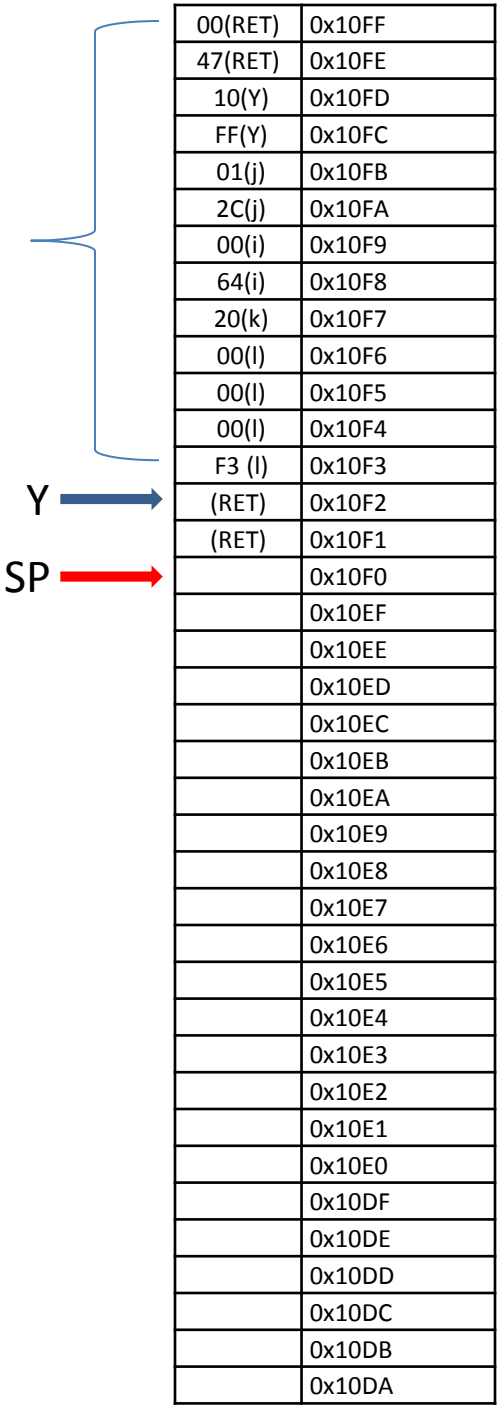

```
system_time++;
```

SP(0x3D:0x3E)	0x10E7
Y (R28:0x29)	0x10E7




```
}
0000006A  POP R29
0000006B  POP R28
0000006C  POP R27
0000006D  POP R26
0000006E  POP R25
0000006F  POP R24
00000070  POP R0
00000071  STS 0x005F,R0
00000073  POP R0
00000074  POP R1
00000075  RETI
```

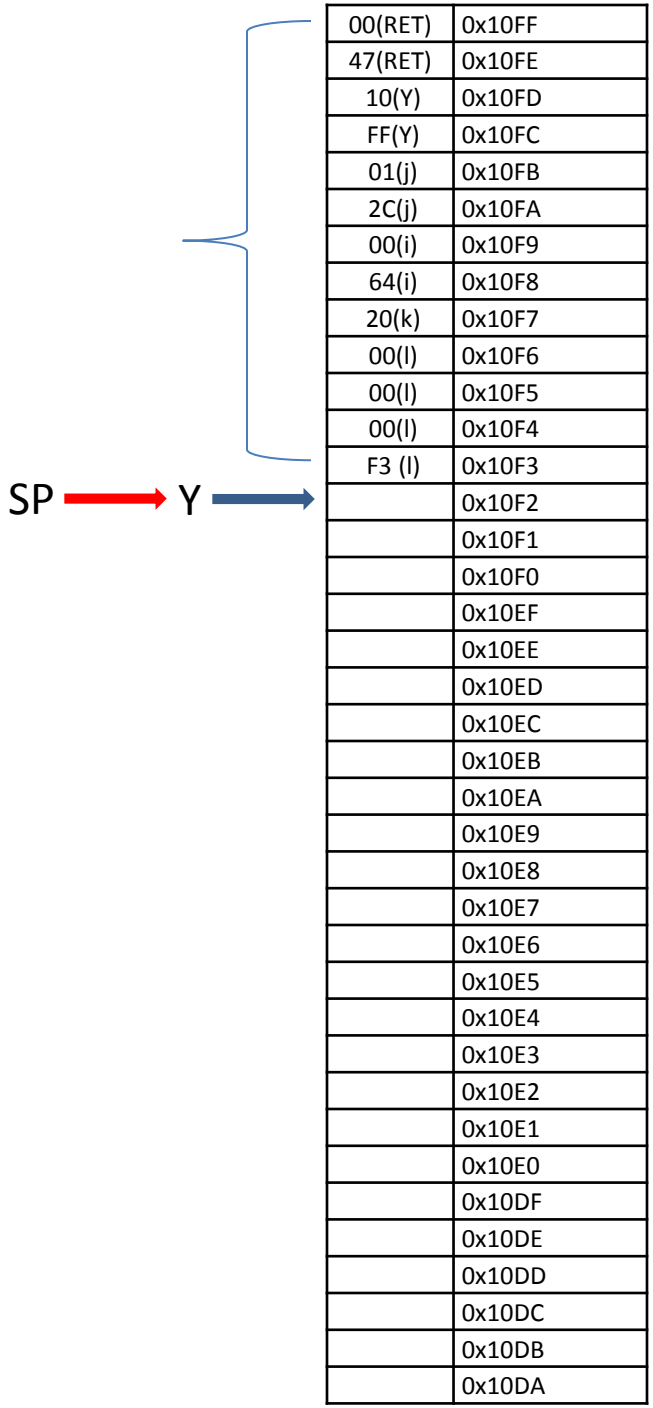
SP(0x3D:0x3E)	0x10E9
Y (R28:0x29)	0x10F2



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
(RET)	0x10F2
(RET)	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

```
}
0000006A  POP R29
0000006B  POP R28
0000006C  POP R27
0000006D  POP R26
0000006E  POP R25
0000006F  POP R24
00000070  POP R0
00000071  STS 0x005F,R0
00000073  POP R0
00000074  POP R1
00000075  RETI
```

SP(0x3D:0x3E)	0x10F0
Y (R28:0x29)	0x10F2



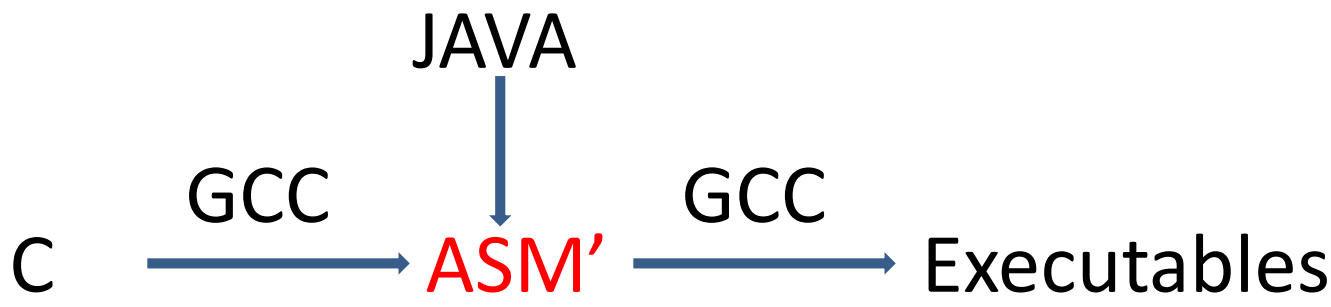
00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
01(j)	0x10FB
2C(j)	0x10FA
00(i)	0x10F9
64(i)	0x10F8
20(k)	0x10F7
00(l)	0x10F6
00(l)	0x10F5
00(l)	0x10F4
F3 (l)	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

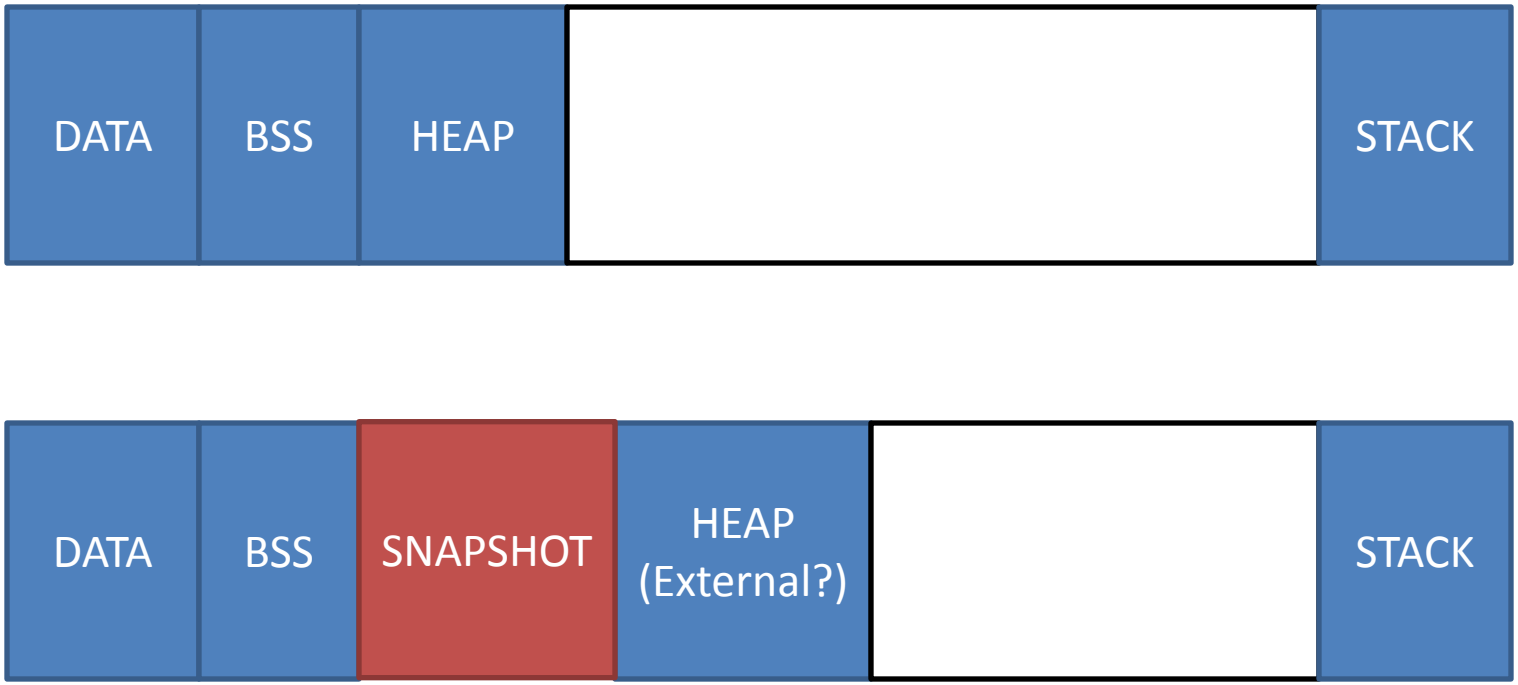
```
}
0000006A  POP R29
0000006B  POP R28
0000006C  POP R27
0000006D  POP R26
0000006E  POP R25
0000006F  POP R24
00000070  POP R0
00000071  STS 0x005F,R0
00000073  POP R0
00000074  POP R1
00000075  RETI
```

SP(0x3D:0x3E)	0x10F2
Y (R28:0x29)	0x10F2

```
uint32_t system_time;

int foo(char a, uint16_t b, int c);

 ISR(TIMER0_OVF_vect) {
    system_time++;
 }

int main(void){
   system_time = 0;
   TIMSK0 |= (1<<TOIE0);
   TCCR0B |= (1<<CS00);
   sei();
   uint32_t l;
   l = 243;
   uint8_t k;
   k = 32;
   uint16_t i;
   i = 100;
   int j;
   j=300;
   foo(1,i,j);
   while(1){}
}

int foo(char a, uint16_t b, int c){
   int x,y,z;
   x=a+c;
   y=c-a;
   z=x+y;
   return z;
}
```


GCC
GCC
C
ASM
Executables


JAVA
GCC
GCC
C
ASM’
Executables


DATA
BSS
HEAP
STACK
DATA
BSS
SNAPSHOT
HEAP
(External?)
STACK

Case Study

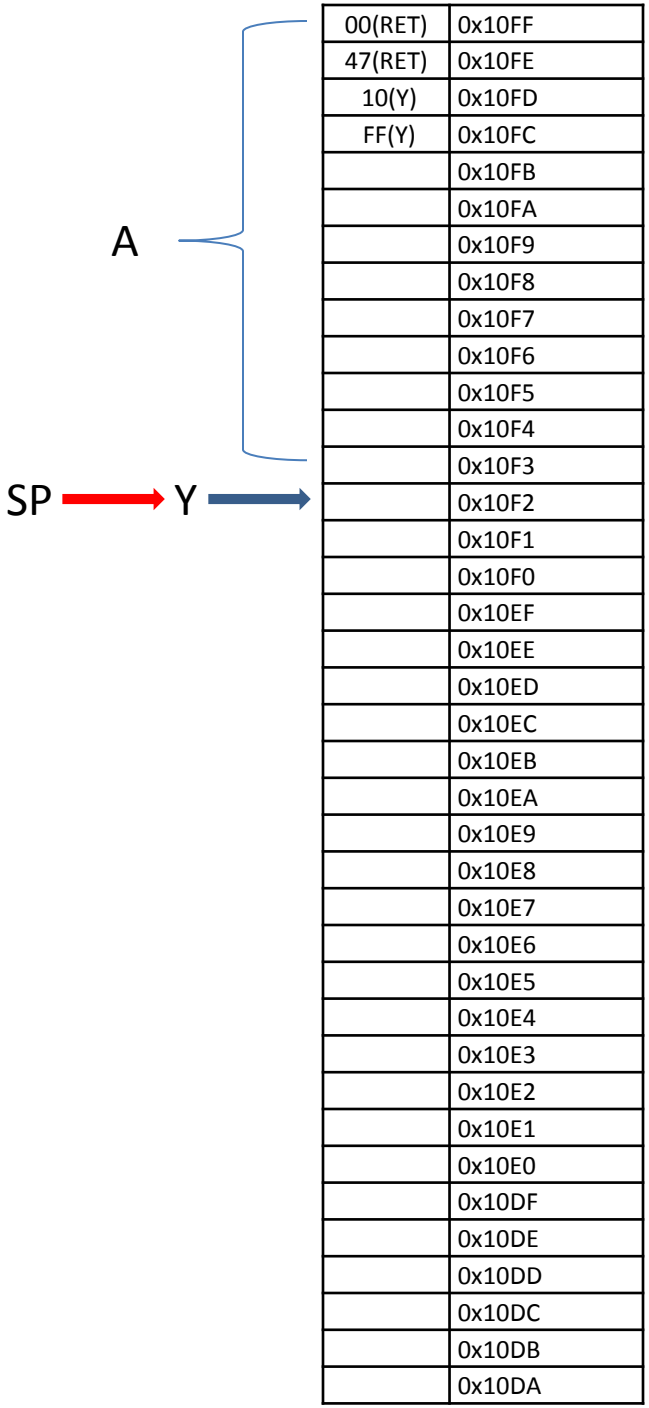
- test1.c:
- main->A->B->C

- test2.c:
- main->A->C
- |
- |->B->C

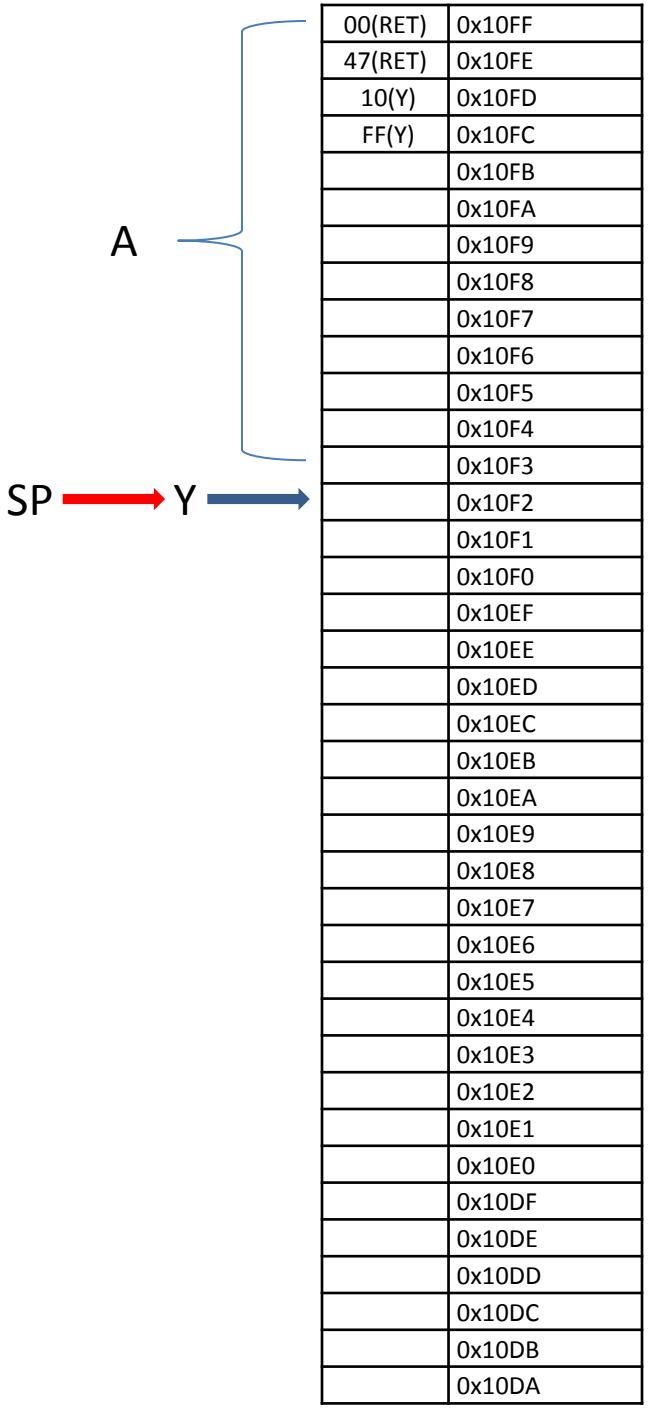
- test3.c:
- main->A
- I1
- I2

- test4.c:
- main->A
- I1
- I2->B

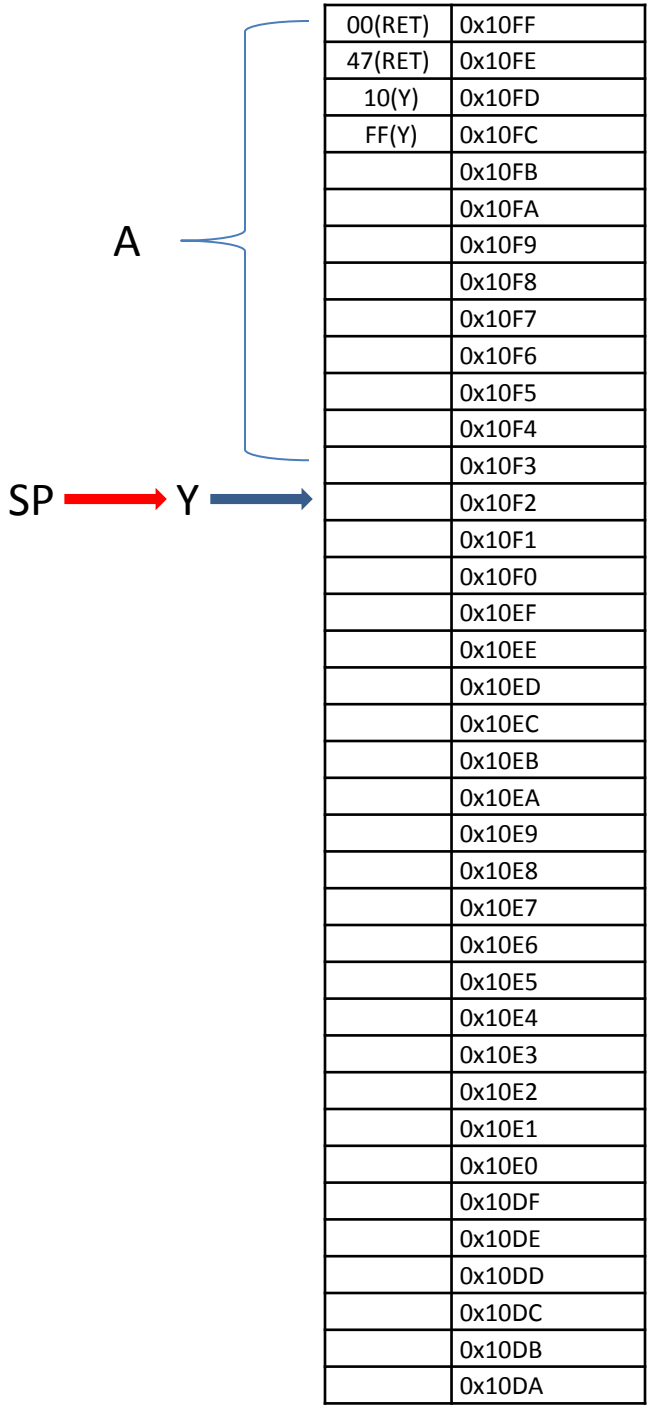
- test5.c:
- main->A(recursive)



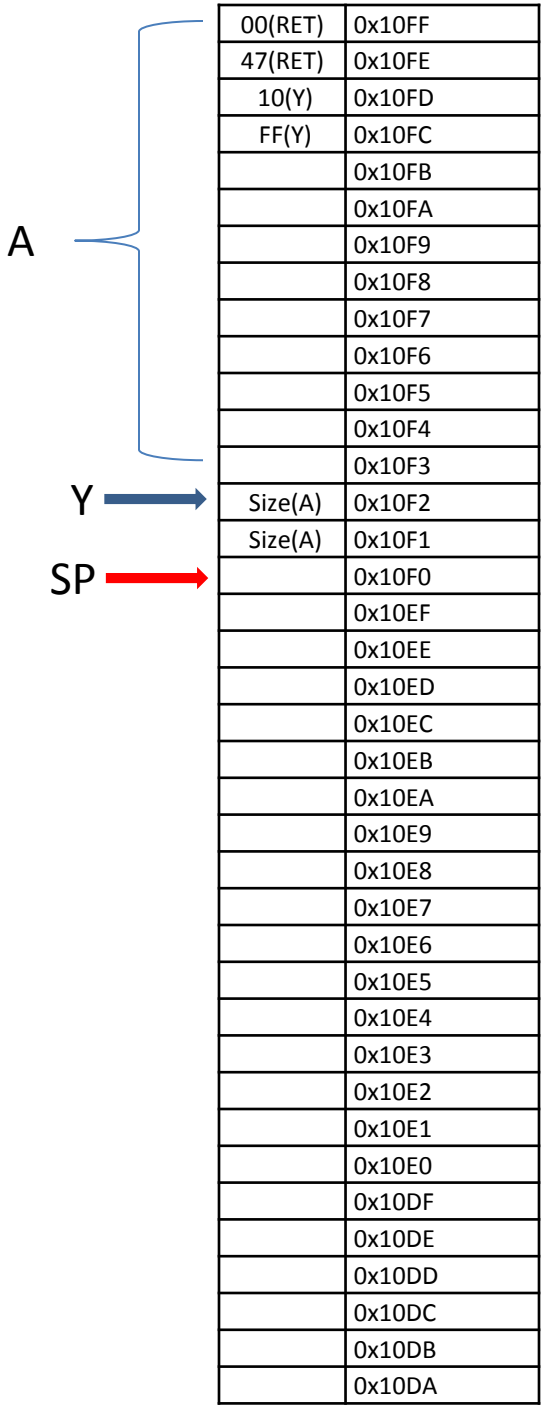
00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA



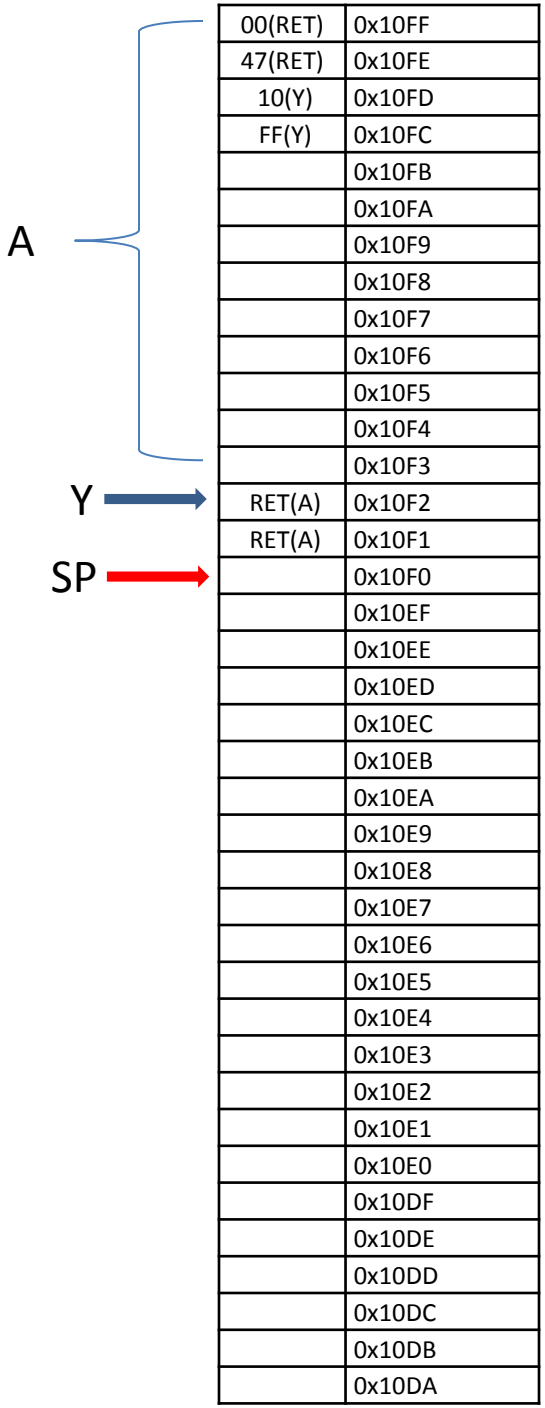
00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

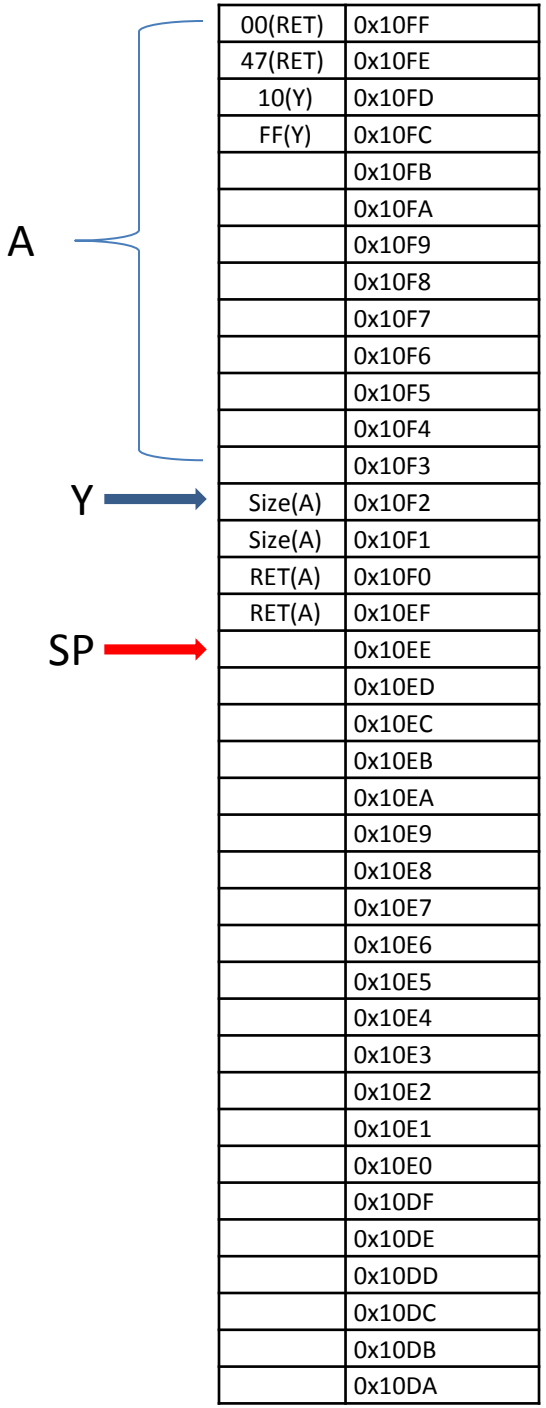


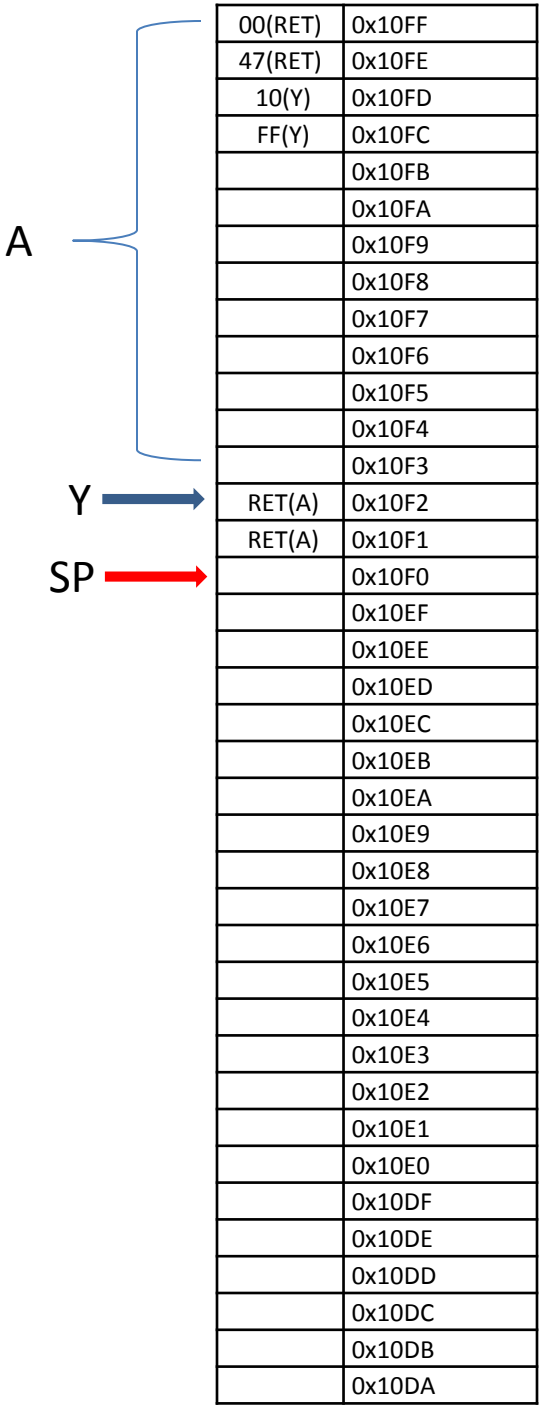
00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
	0x10F2
	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

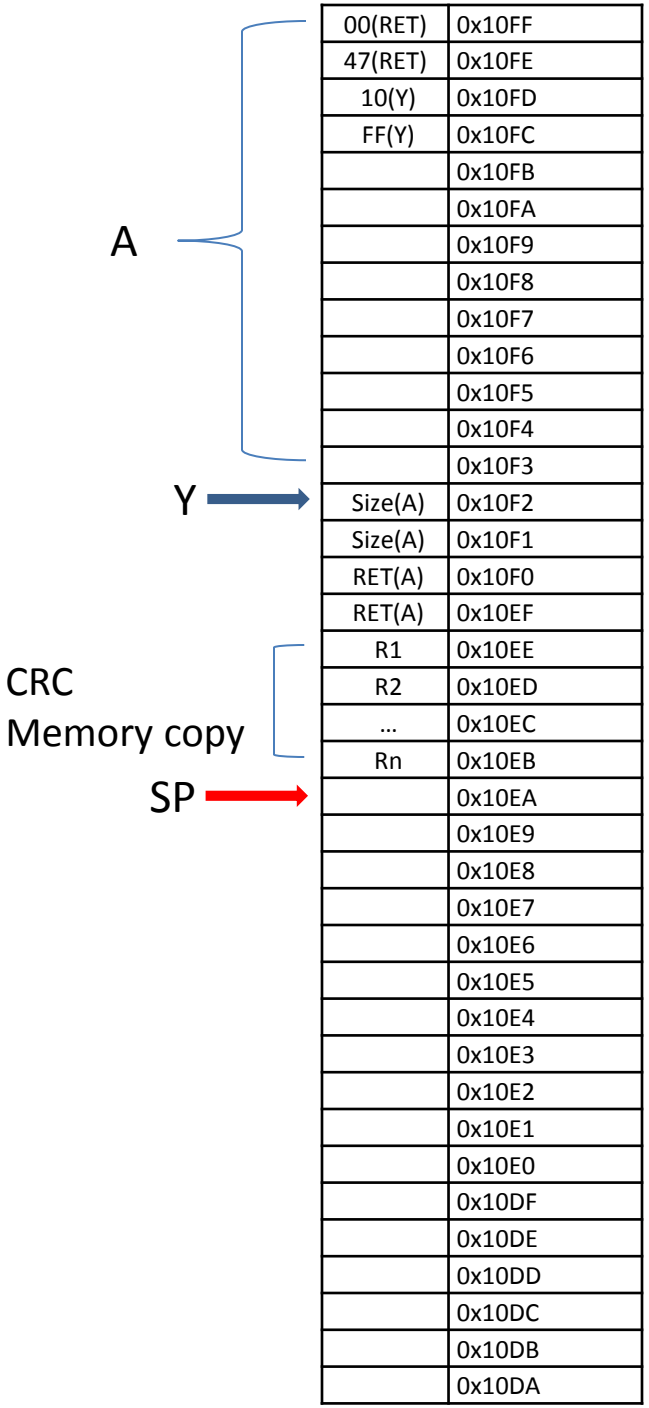


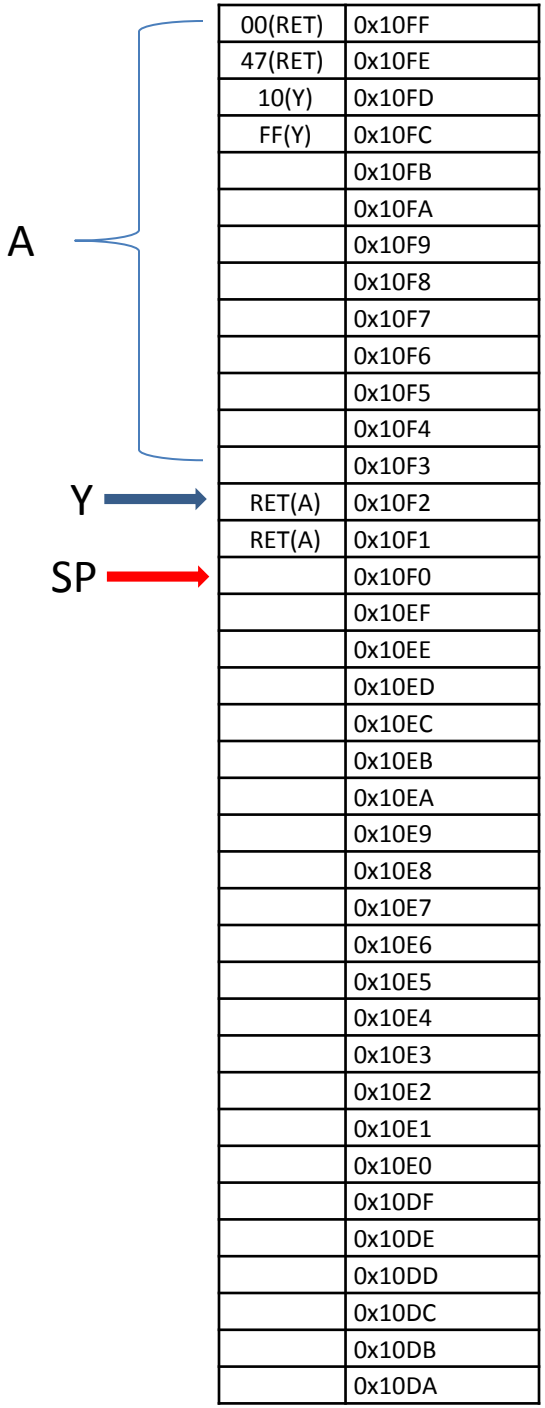
00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
Size(A)	0x10F2
Size(A)	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA

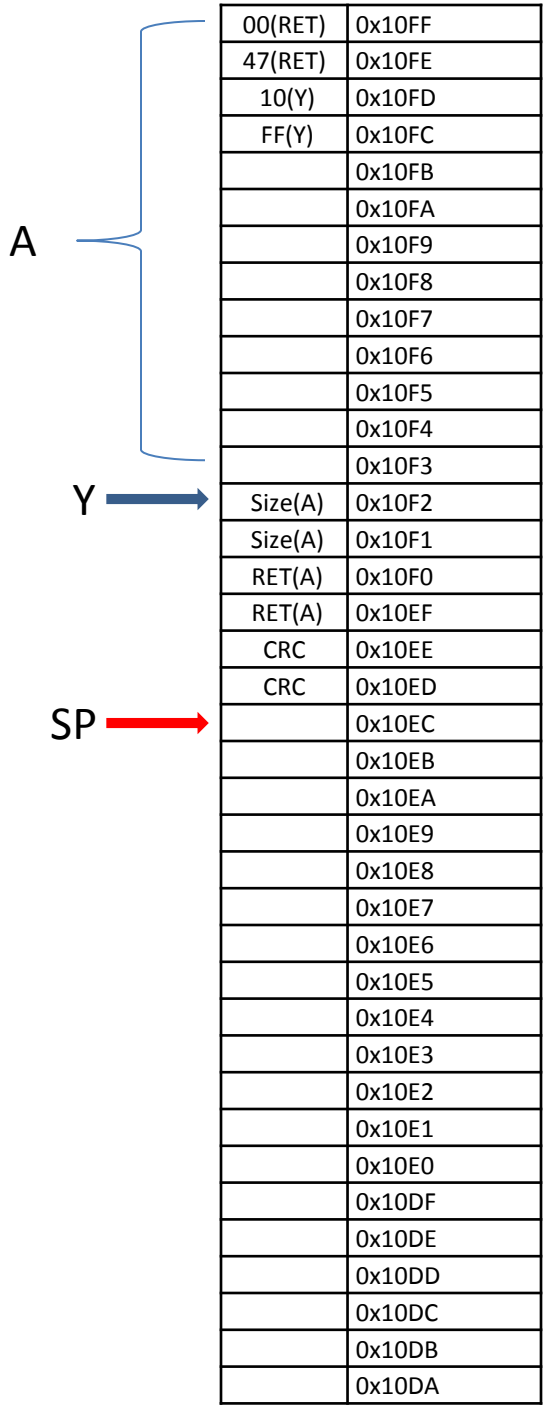

A
Y
SP
00(RET) 0x10FF
47(RET) 0x10FE
10(Y) 0x10FD
FF(Y) 0x10FC
0x10FB
0x10FA
0x10F9
0x10F8
0x10F7
0x10F6
0x10F5
0x10F4
0x10F3
RET(A) 0x10F2
RET(A) 0x10F1
0x10F0
0x10EF
0x10EE
0x10ED
0x10EC
0x10EB
0x10EA
0x10E9
0x10E8
0x10E7
0x10E6
0x10E5
0x10E4
0x10E3
0x10E2
0x10E1
0x10E0
0x10DF
0x10DE
0x10DD
0x10DC
0x10DB
0x10DA


A
Y
SP
00(RET) 0x10FF
47(RET) 0x10FE
10(Y) 0x10FD
FF(Y) 0x10FC
0x10FB
0x10FA
0x10F9
0x10F8
0x10F7
0x10F6
0x10F5
0x10F4
0x10F3
Size(A) 0x10F2
Size(A) 0x10F1
RET(A) 0x10F0
RET(A) 0x10EF
0x10EE
0x10ED
0x10EC
0x10EB
0x10EA
0x10E9
0x10E8
0x10E7
0x10E6
0x10E5
0x10E4
0x10E3
0x10E2
0x10E1
0x10E0
0x10DF
0x10DE
0x10DD
0x10DC
0x10DB
0x10DA


A
Y
SP
00(RET) 0x10FF
47(RET) 0x10FE
10(Y) 0x10FD
FF(Y) 0x10FC
0x10FB
0x10FA
0x10F9
0x10F8
0x10F7
0x10F6
0x10F5
0x10F4
0x10F3
RET(A) 0x10F2
RET(A) 0x10F1
0x10F0
0x10EF
0x10EE
0x10ED
0x10EC
0x10EB
0x10EA
0x10E9
0x10E8
0x10E7
0x10E6
0x10E5
0x10E4
0x10E3
0x10E2
0x10E1
0x10E0
0x10DF
0x10DE
0x10DD
0x10DC
0x10DB
0x10DA


A
Y
CRC
Memory copy
SP
00(RET) 0x10FF
47(RET) 0x10FE
10(Y) 0x10FD
FF(Y) 0x10FC
0x10FB
0x10FA
0x10F9
0x10F8
0x10F7
0x10F6
0x10F5
0x10F4
0x10F3
Size(A) 0x10F2
Size(A) 0x10F1
RET(A) 0x10F0
RET(A) 0x10EF
R1 0x10EE
R2 0x10ED
… 0x10EC
Rn 0x10EB
0x10EA
0x10E9
0x10E8
0x10E7
0x10E6
0x10E5
0x10E4
0x10E3
0x10E2
0x10E1
0x10E0
0x10DF
0x10DE
0x10DD
0x10DC
0x10DB
0x10DA


A
Y
SP
00(RET)
0x10FF
47(RET)
0x10FE
10(Y)
0x10FD
FF(Y)
0x10FC
0x10FB
0x10FA
0x10F9
0x10F8
0x10F7
0x10F6
0x10F5
0x10F4
0x10F3
RET(A)
0x10F2
RET(A)
0x10F1
0x10F0
0x10EF
0x10EE
0x10ED
0x10EC
0x10EB
0x10EA
0x10E9
0x10E8
0x10E7
0x10E6
0x10E5
0x10E4
0x10E3
0x10E2
0x10E1
0x10E0
0x10DF
0x10DE
0x10DD
0x10DC
0x10DB
0x10DA


A
Y
SP
00(RET)
0x10FF
47(RET)
0x10FE
10(Y)
0x10FD
FF(Y)
0x10FC
0x10FB
0x10FA
0x10F9
0x10F8
0x10F7
0x10F6
0x10F5
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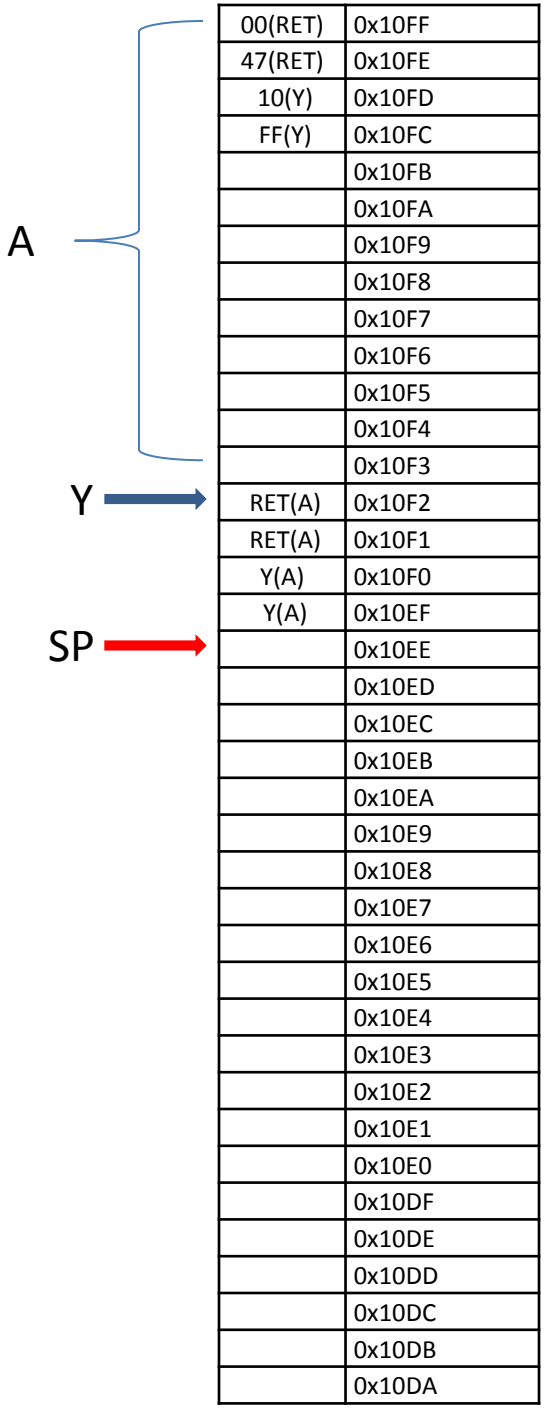
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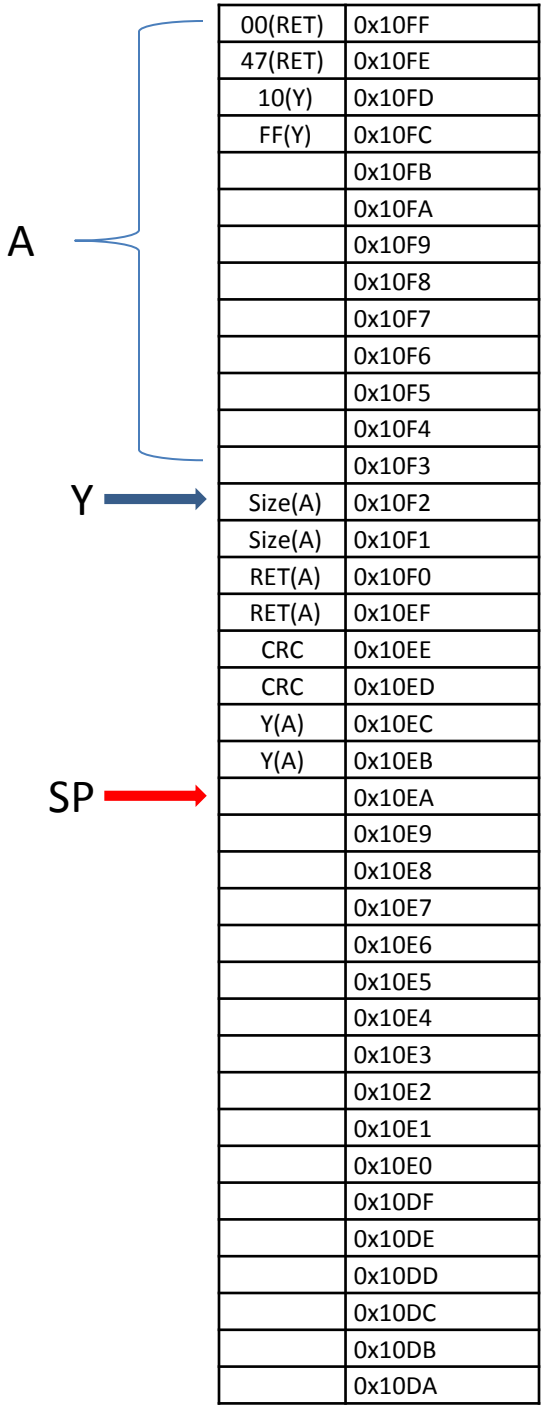
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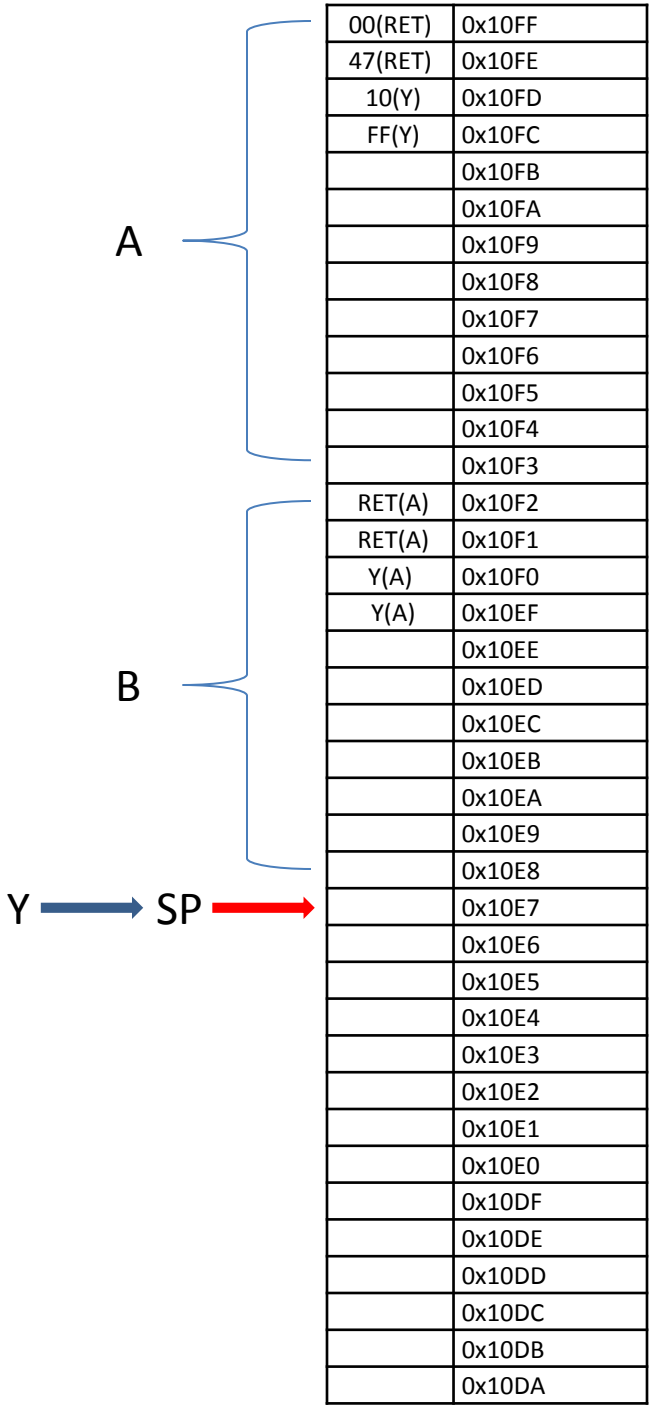
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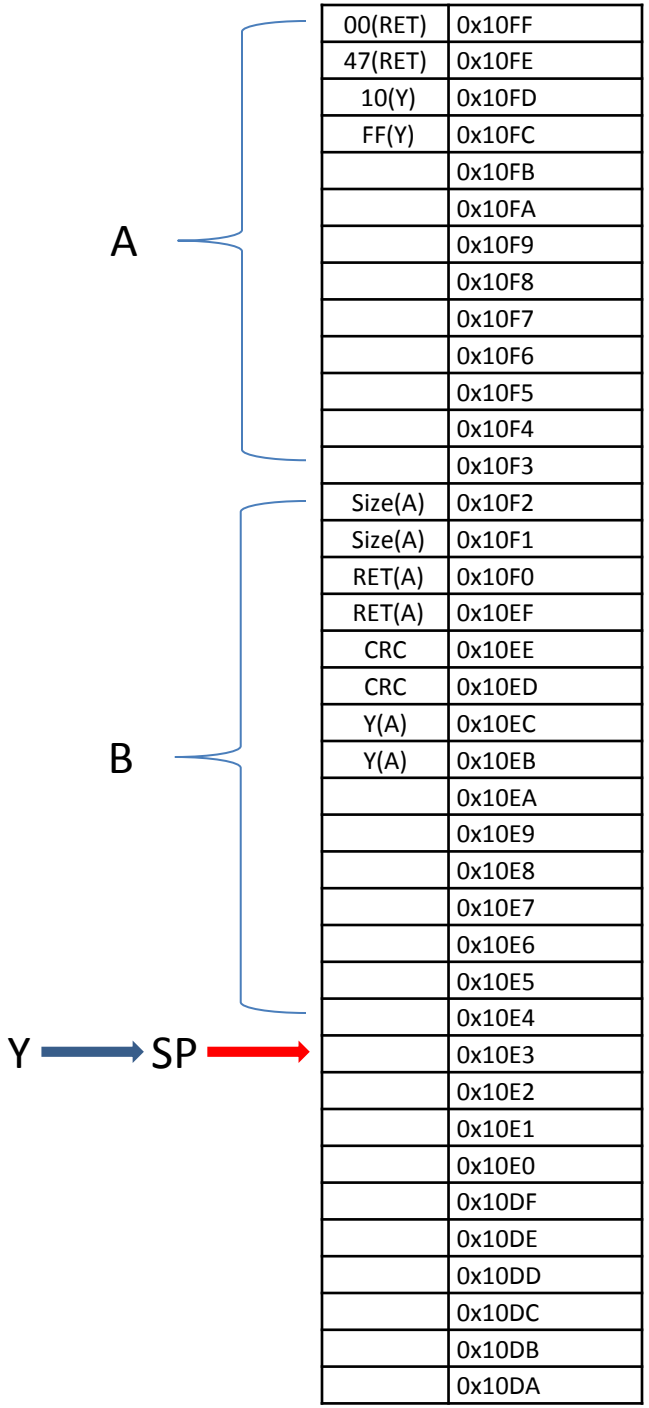
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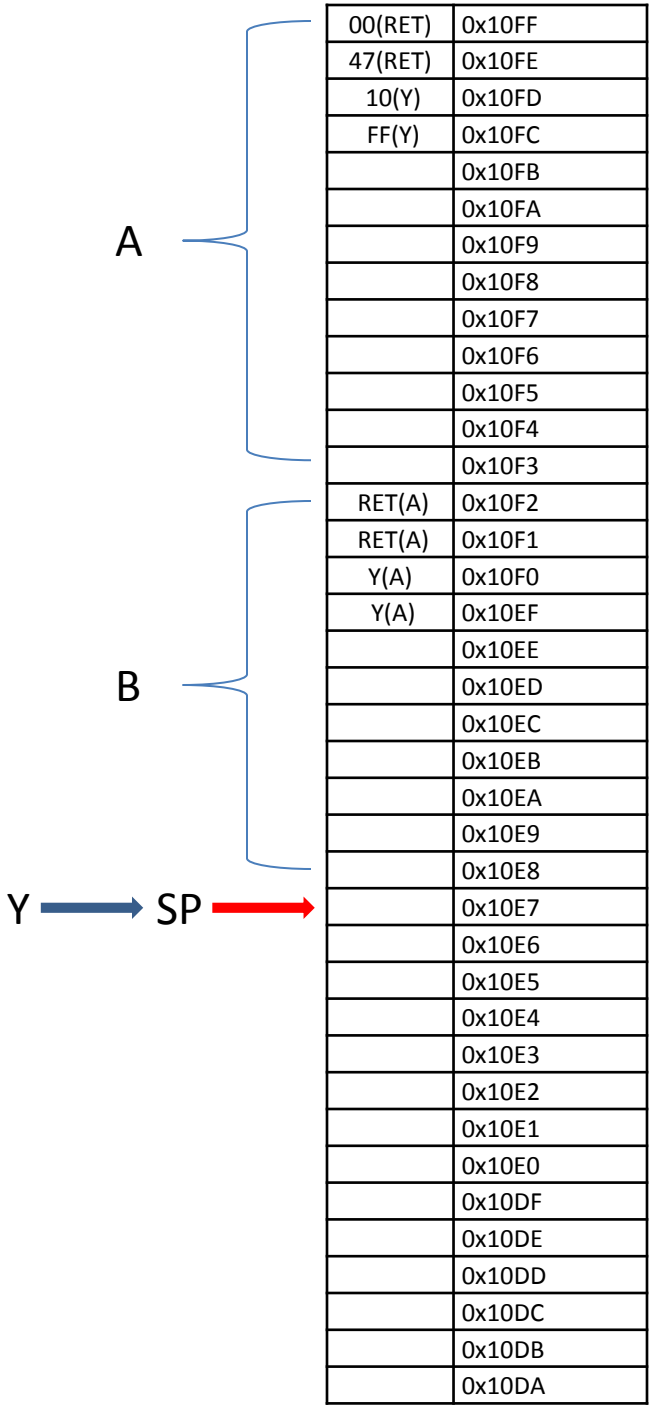
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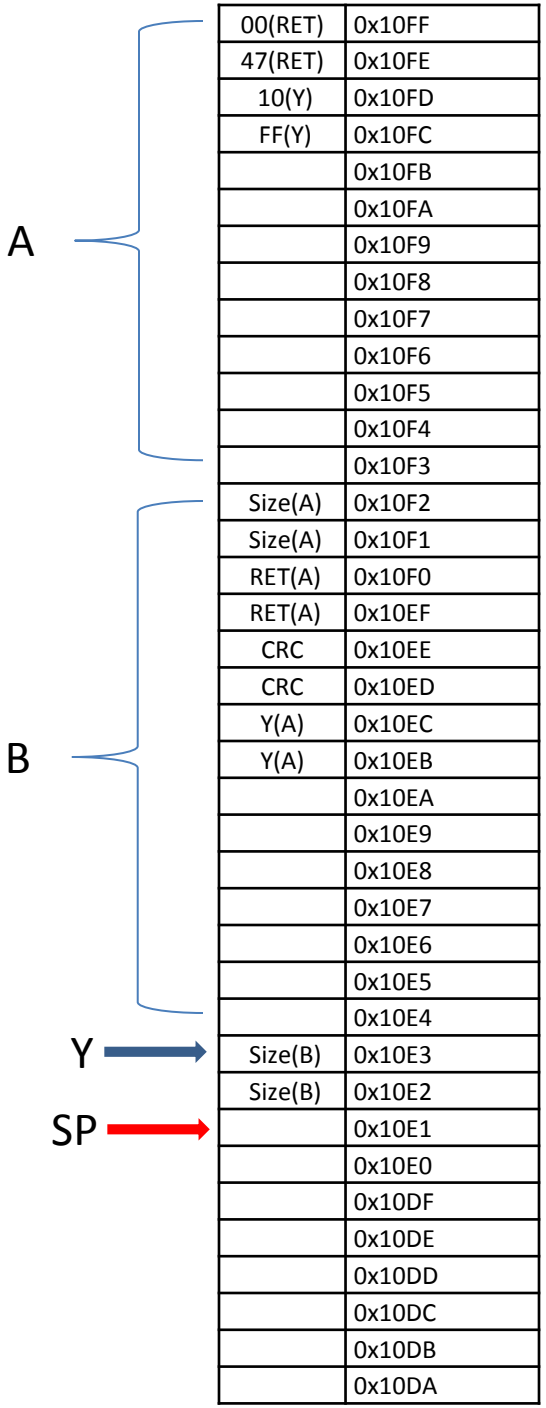
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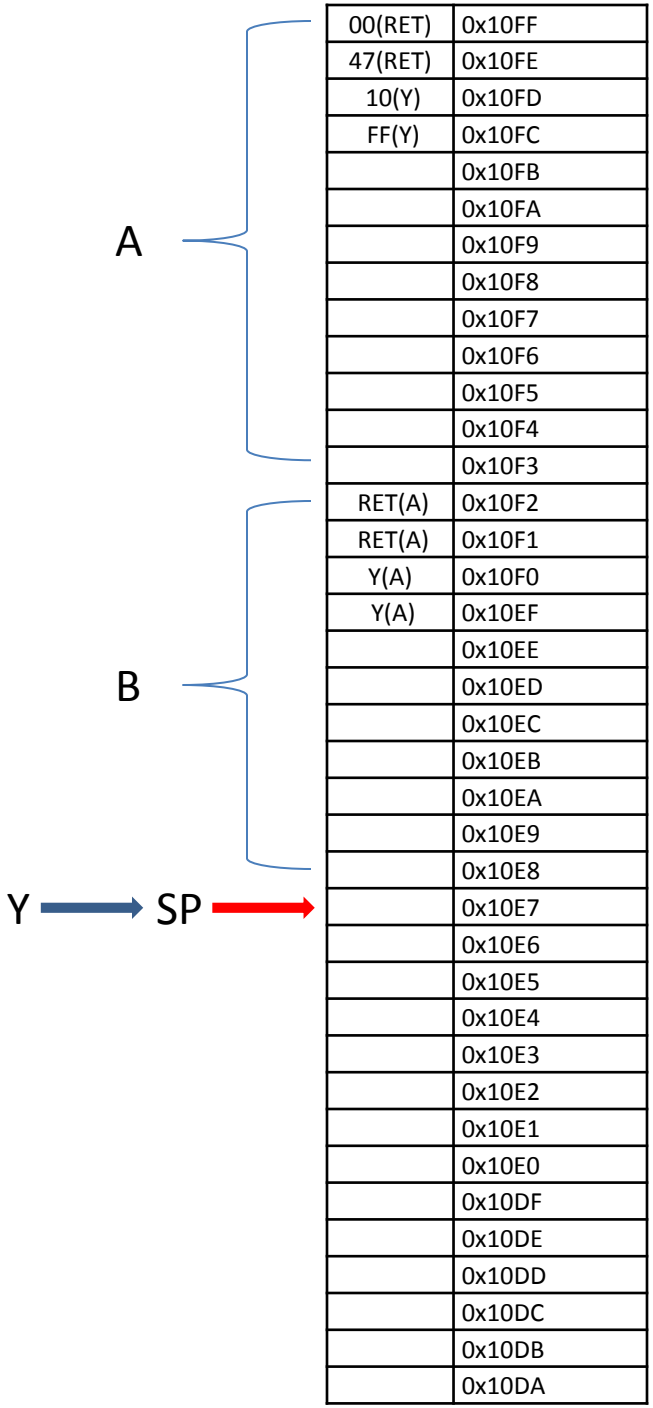
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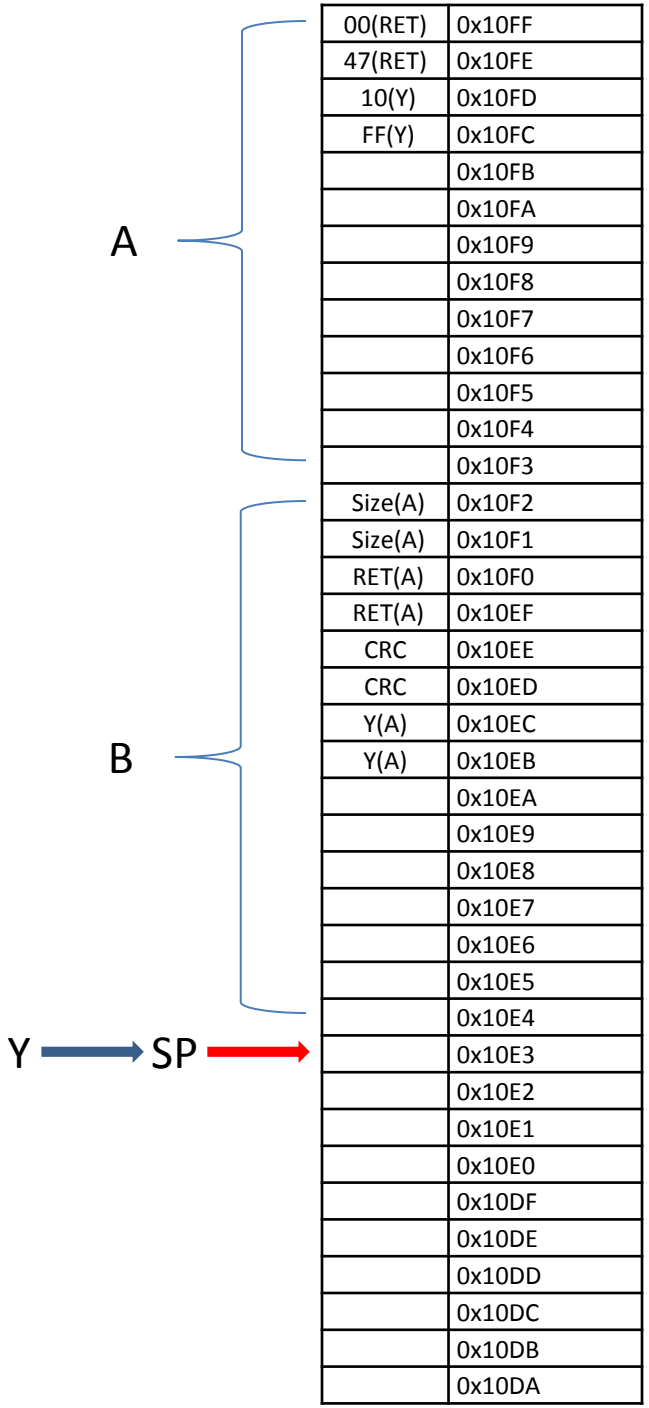
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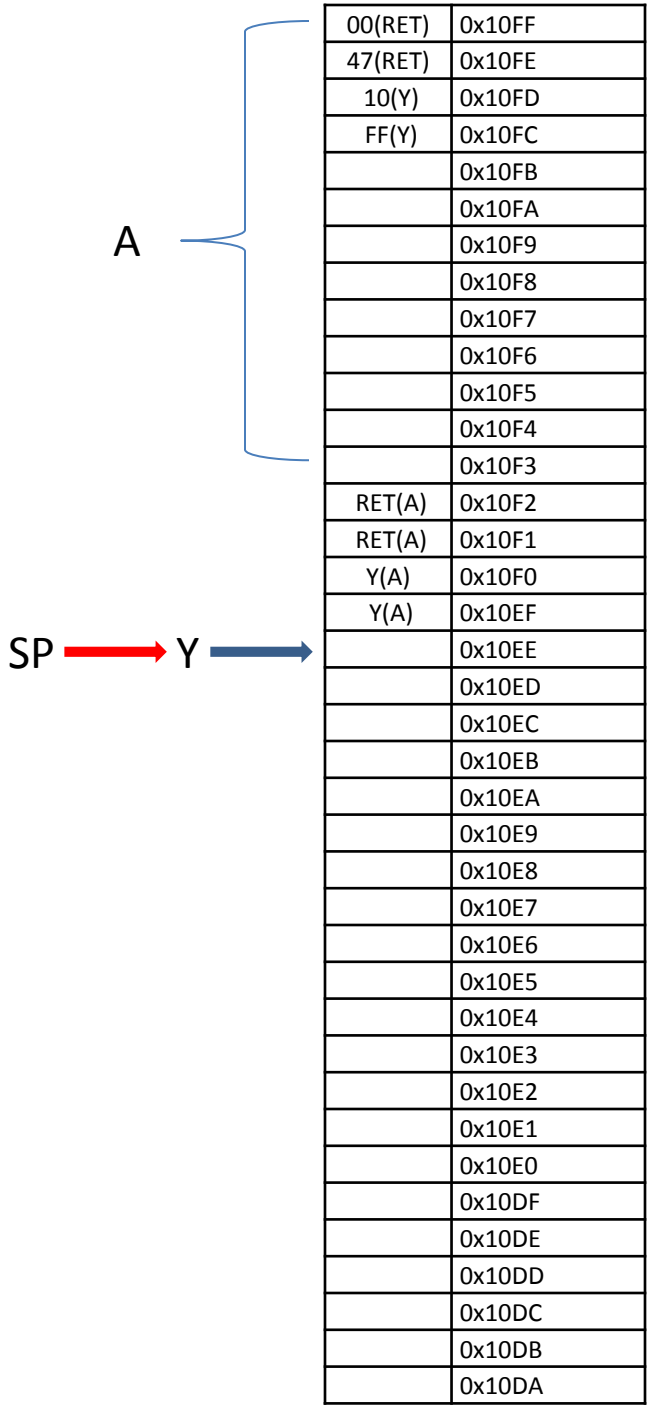

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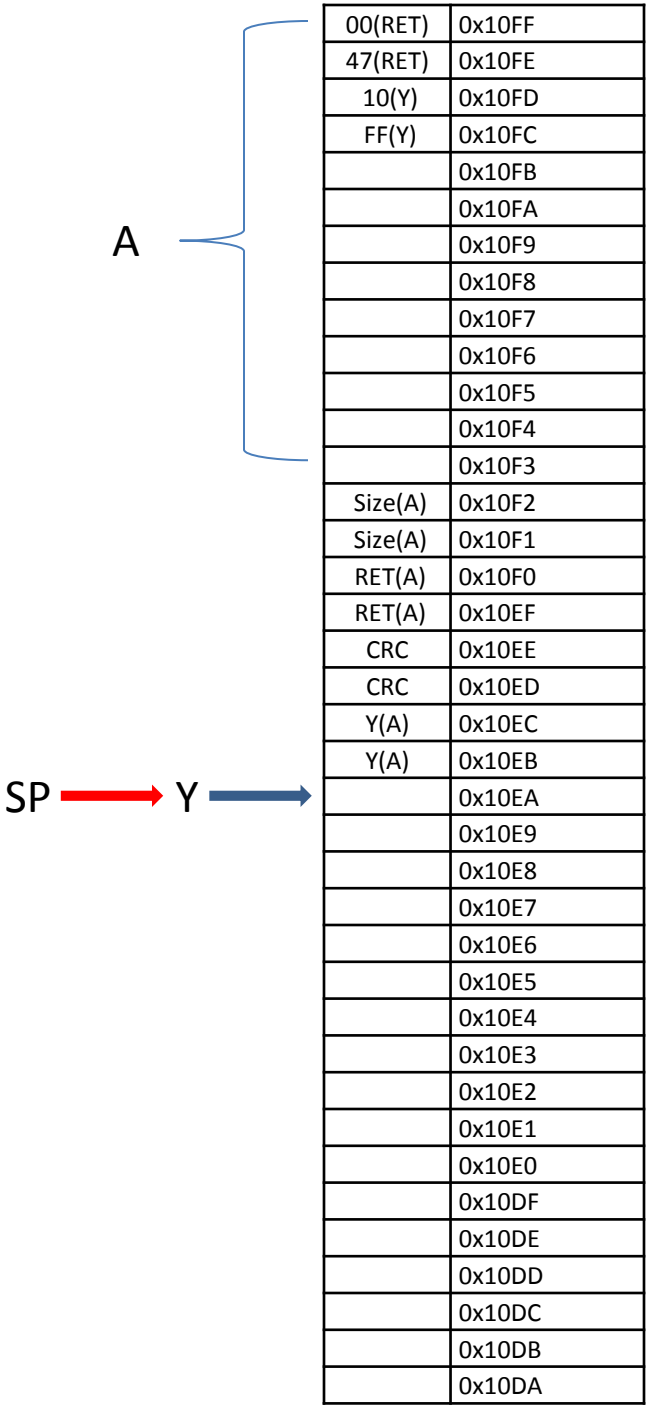

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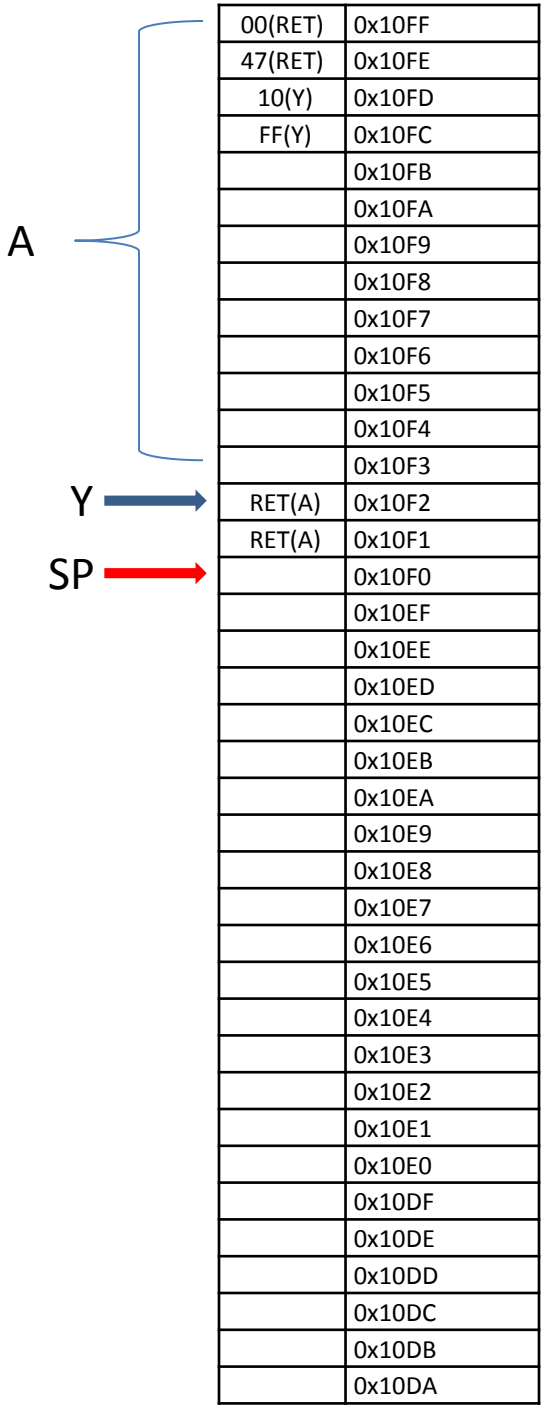
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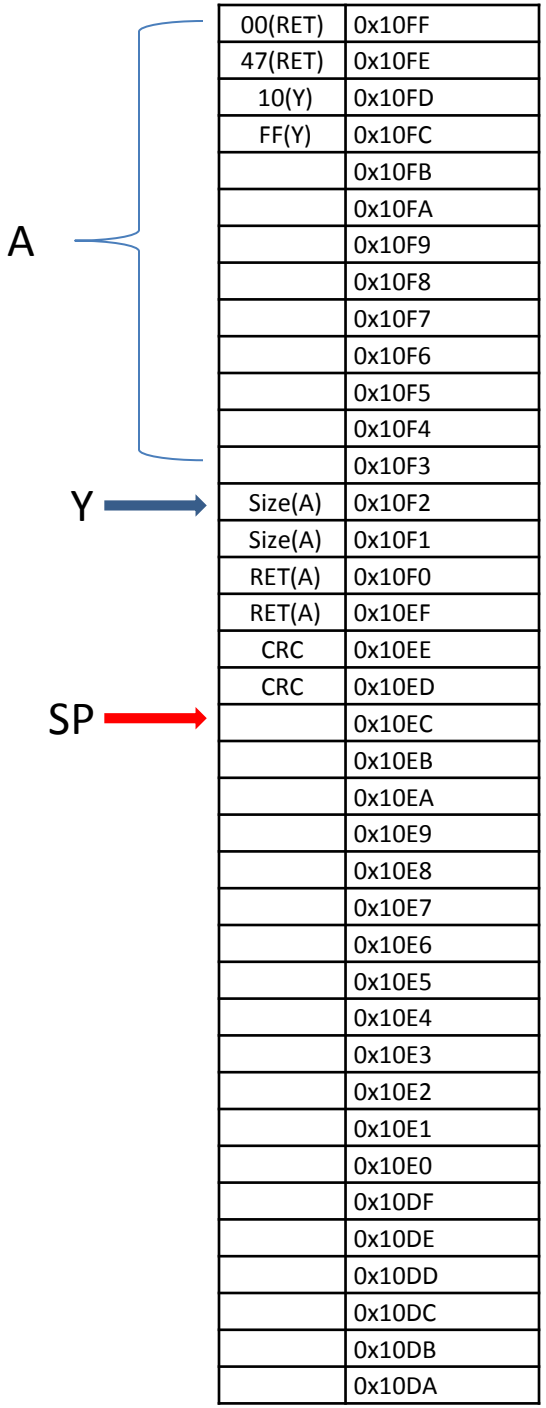
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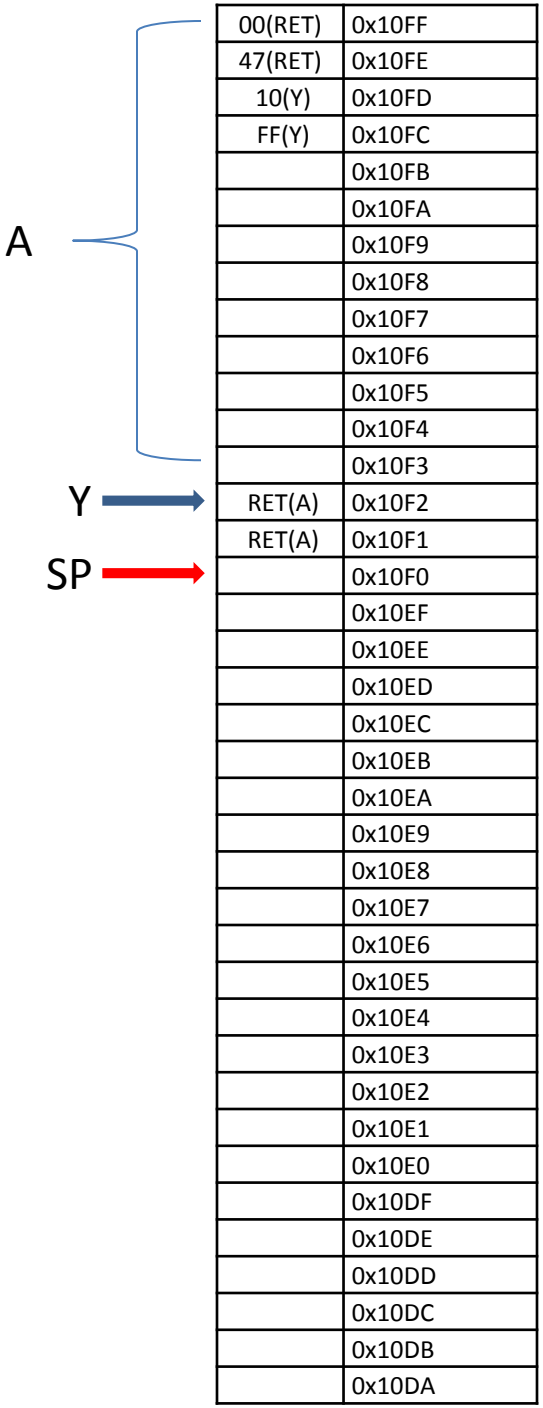
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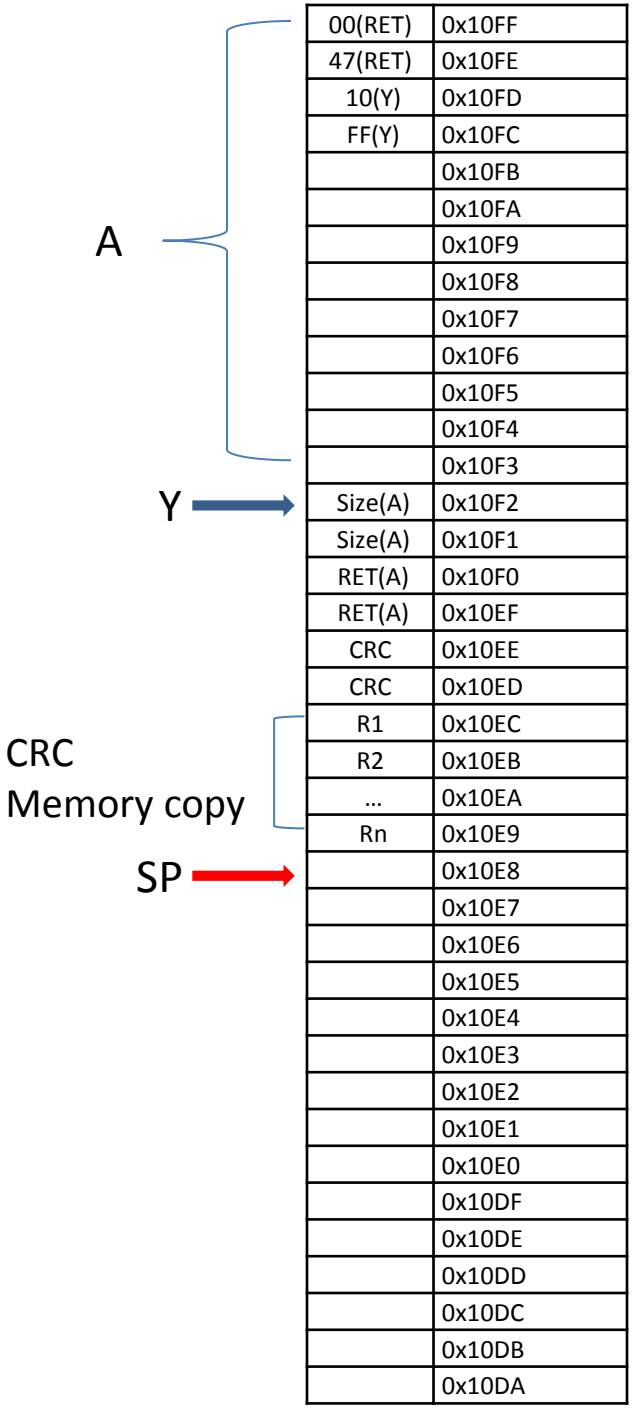
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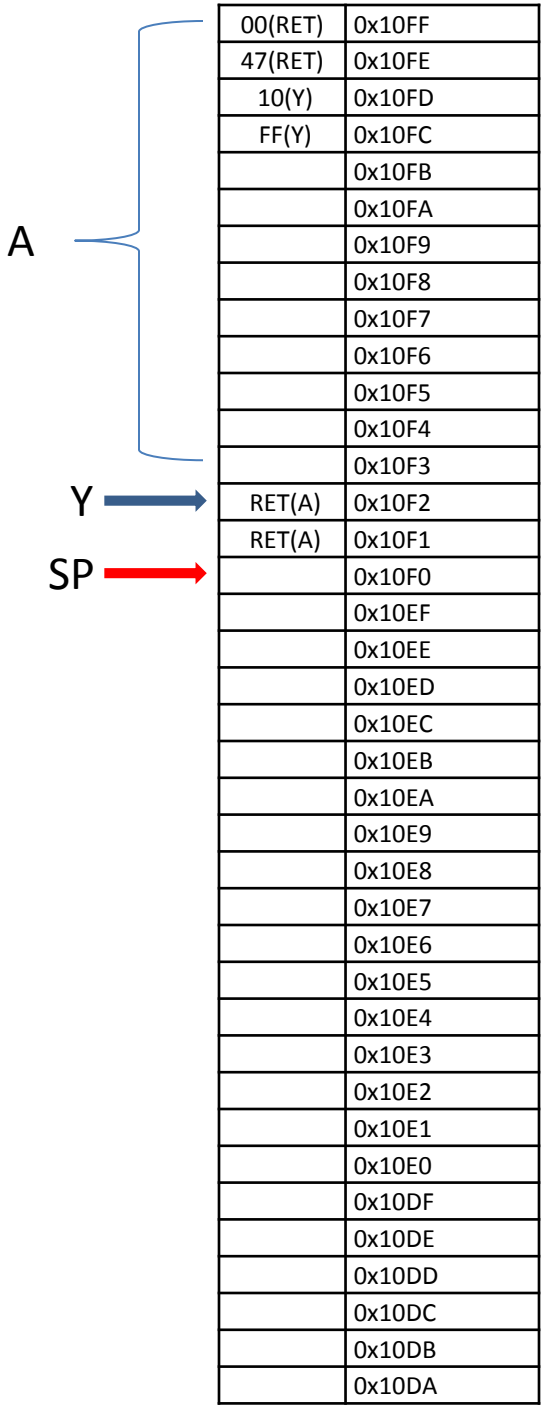
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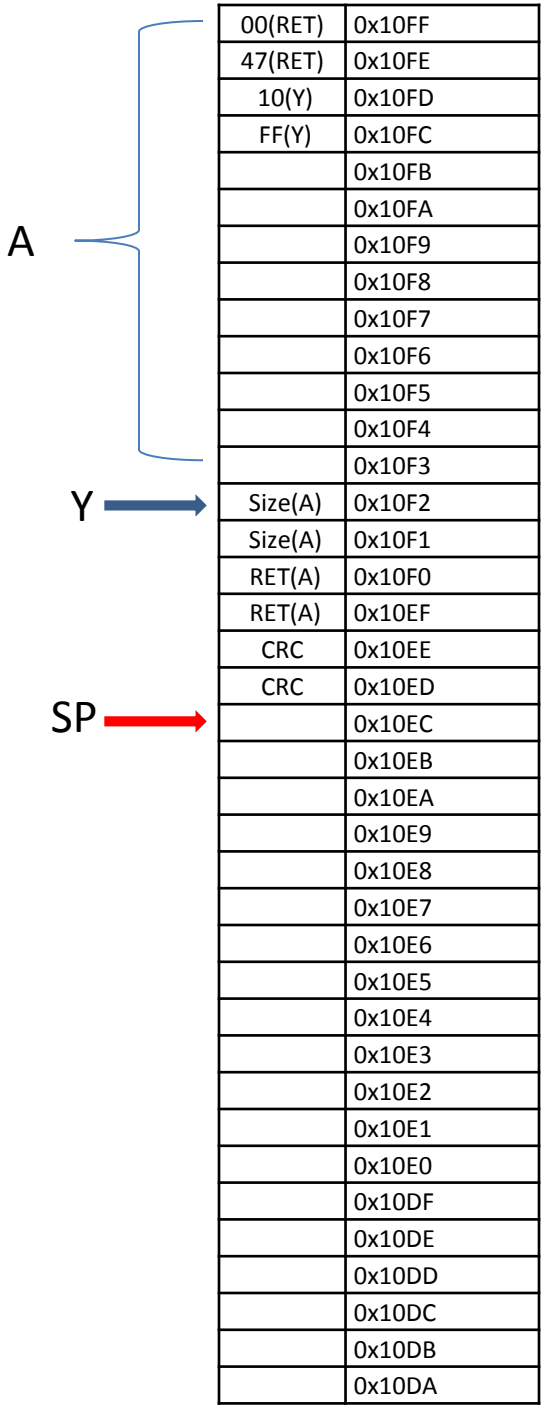
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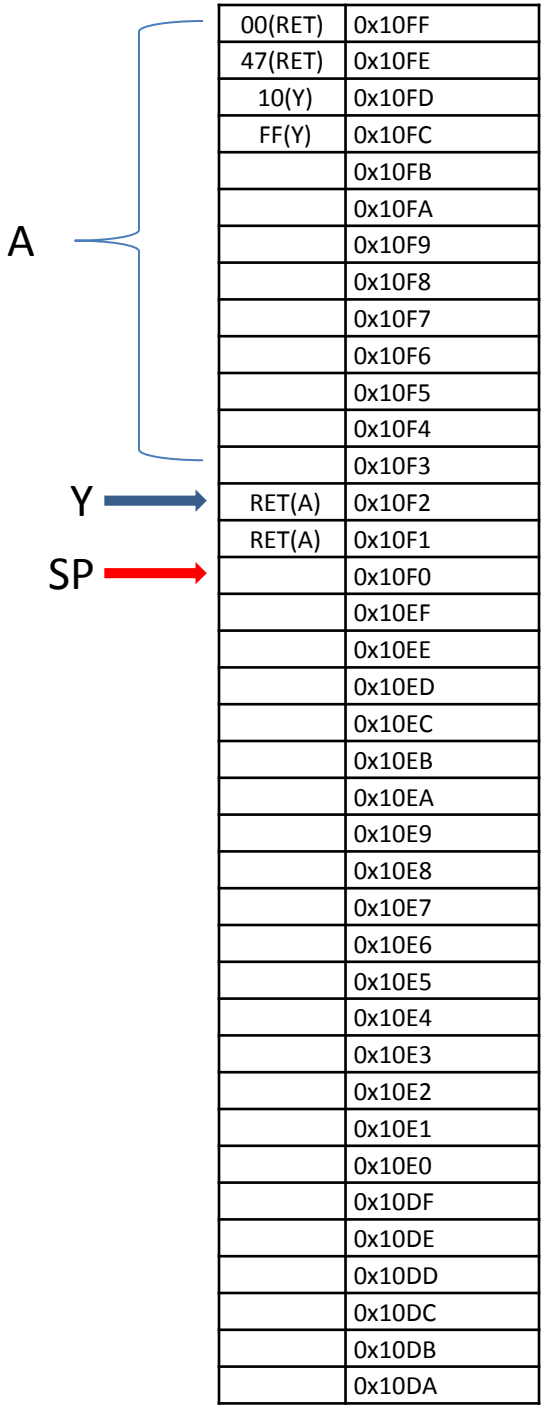
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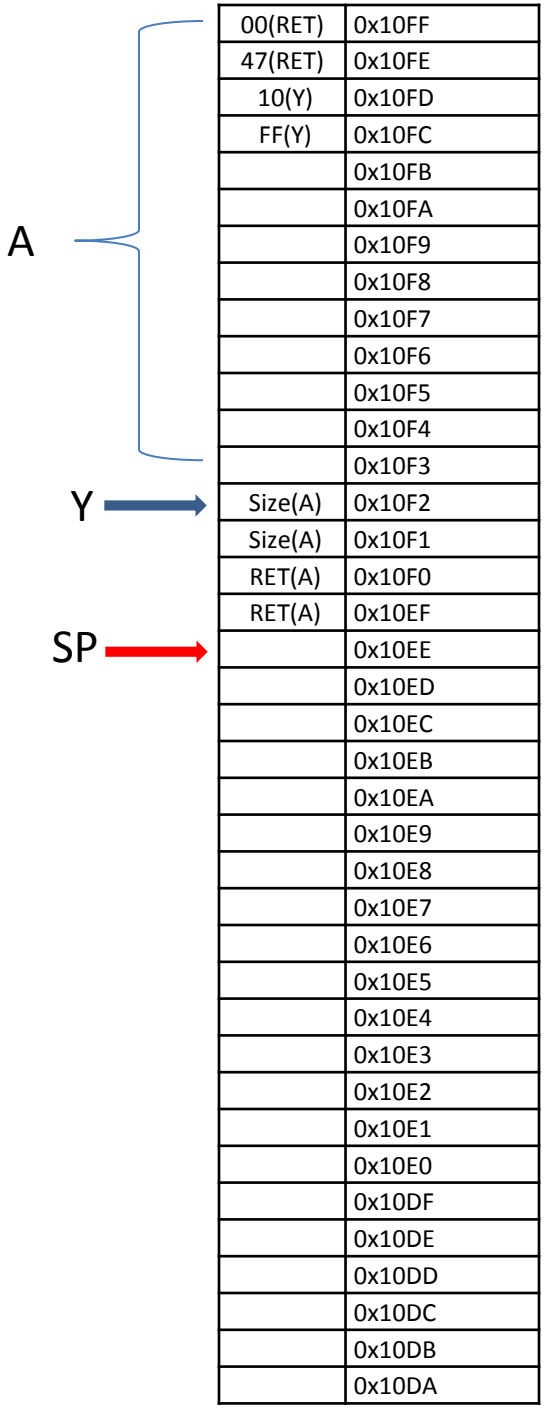
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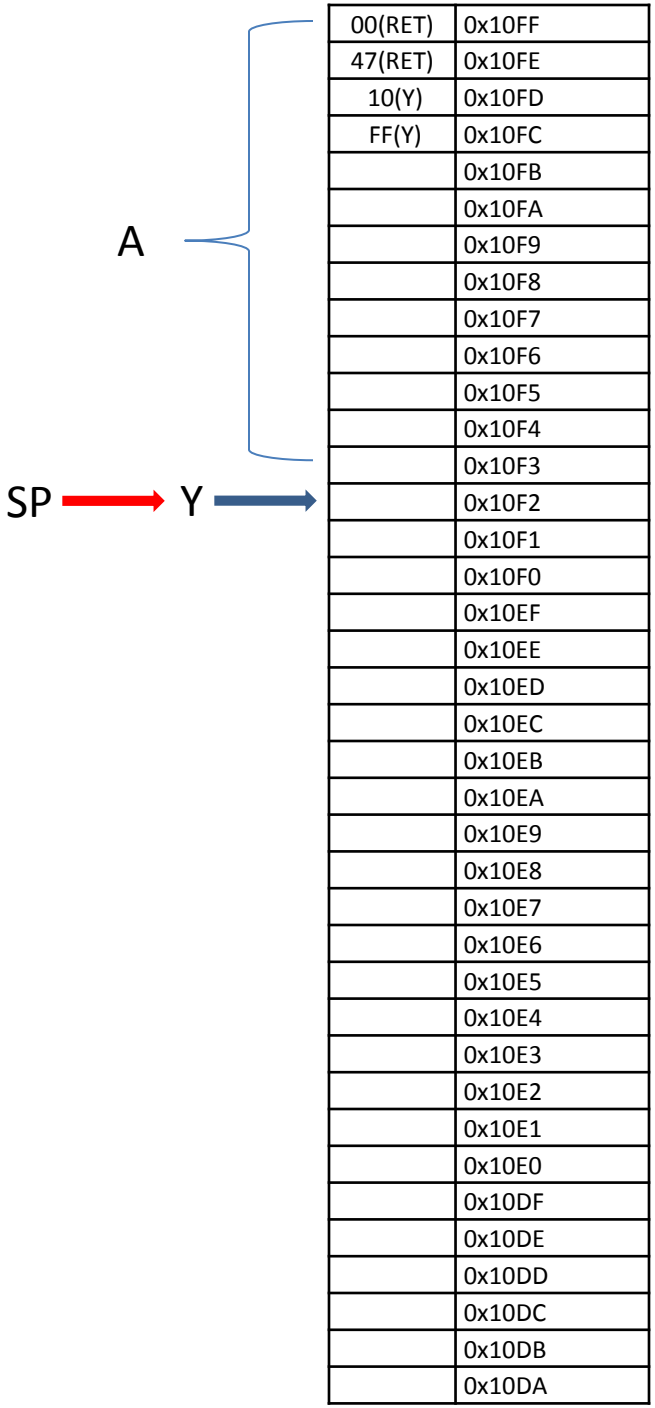

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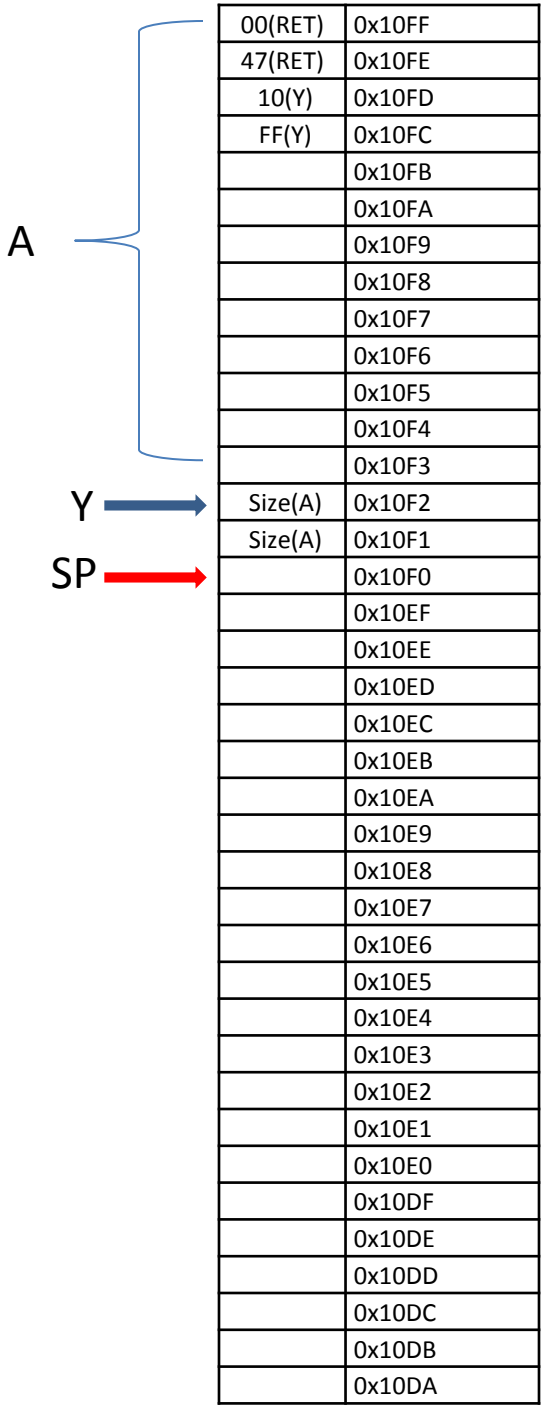
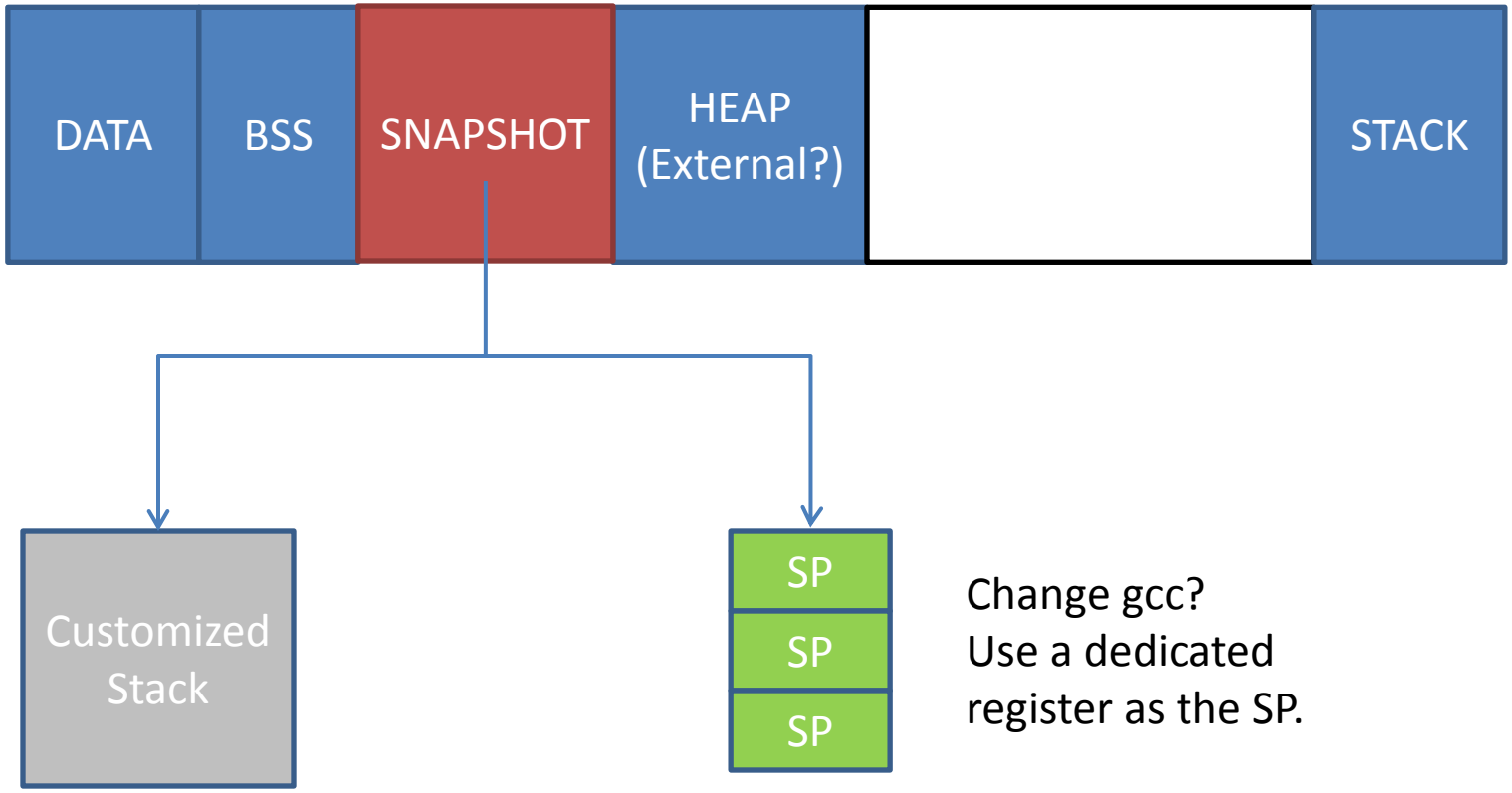
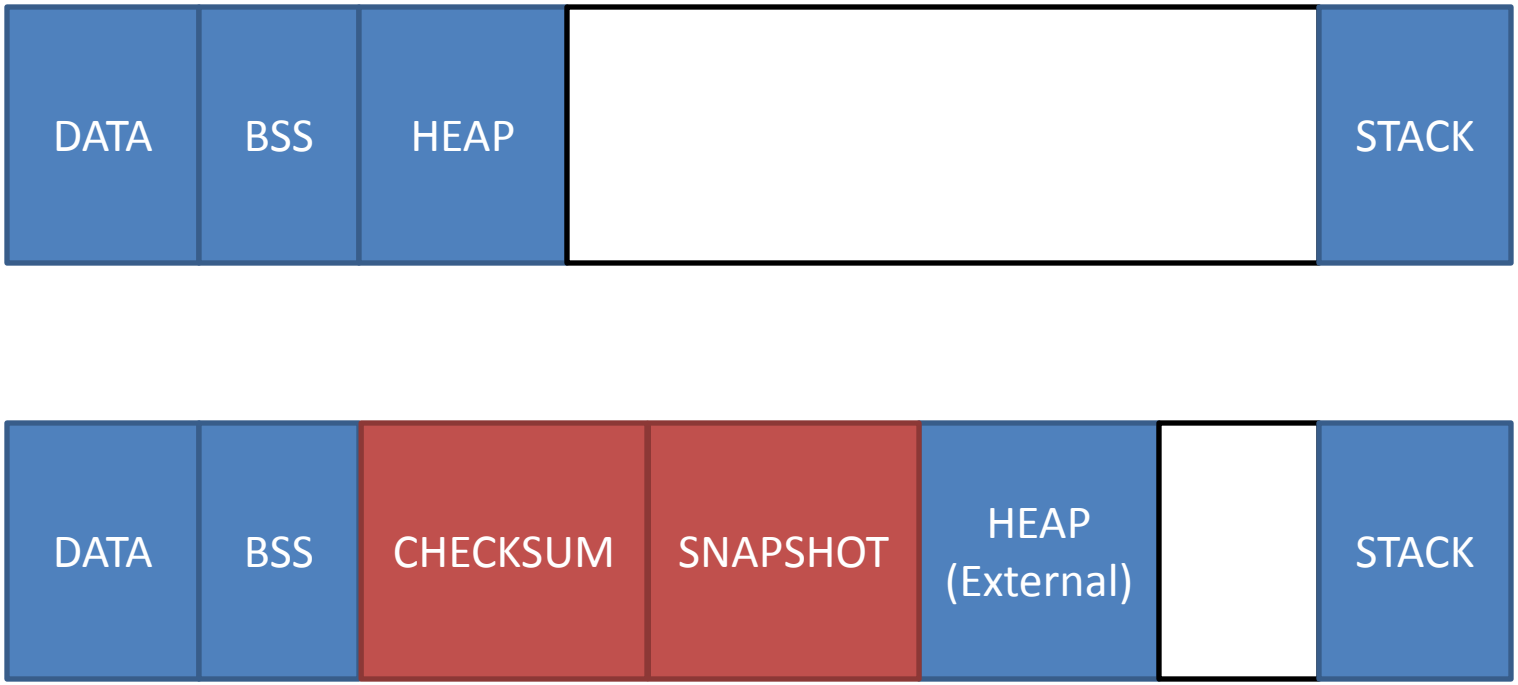
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA



00(RET)	0x10FF
47(RET)	0x10FE
10(Y)	0x10FD
FF(Y)	0x10FC
	0x10FB
	0x10FA
	0x10F9
	0x10F8
	0x10F7
	0x10F6
	0x10F5
	0x10F4
	0x10F3
Size(A)	0x10F2
Size(A)	0x10F1
	0x10F0
	0x10EF
	0x10EE
	0x10ED
	0x10EC
	0x10EB
	0x10EA
	0x10E9
	0x10E8
	0x10E7
	0x10E6
	0x10E5
	0x10E4
	0x10E3
	0x10E2
	0x10E1
	0x10E0
	0x10DF
	0x10DE
	0x10DD
	0x10DC
	0x10DB
	0x10DA


DATA
BSS
SNAPSHOT
HEAP
(External?)
STACK
Customized
Stack
SP
SP
SP
Change gcc?
Use a dedicated
register as the SP.


DATA
BSS
HEAP
STACK
DATA
BSS
CHECKSUM
SNAPSHOT
HEAP
(External)
STACK

AVR Studio vs. avrgcc+Simulavr