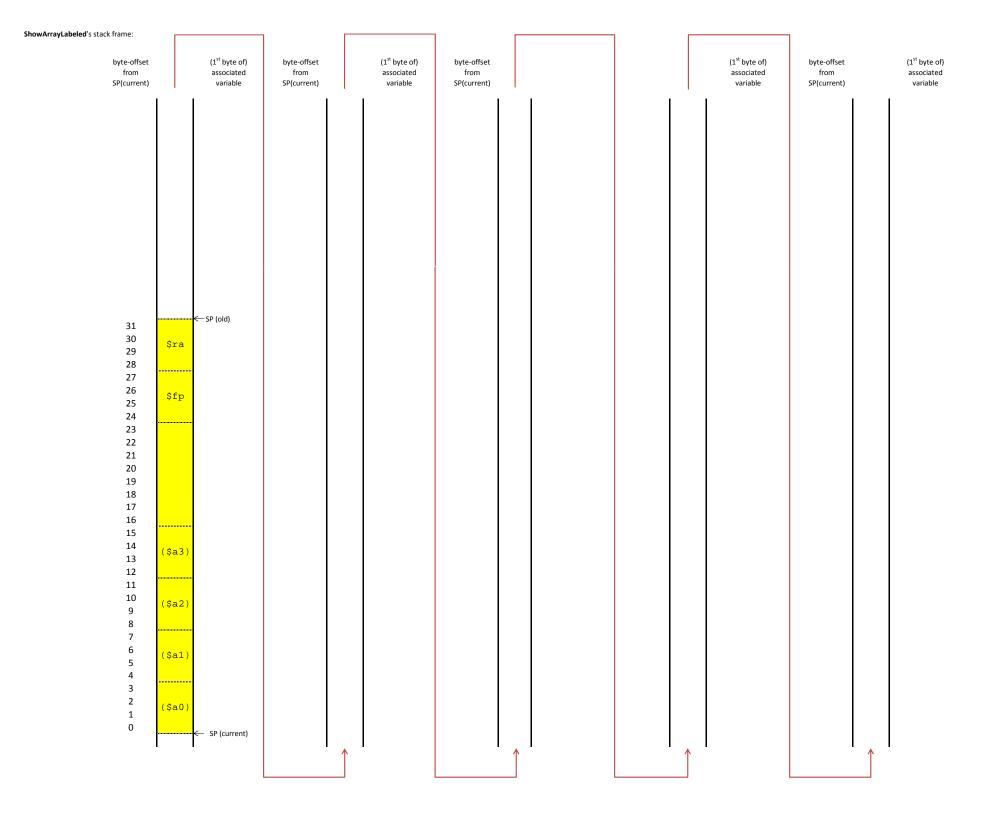
SP (current)

CoutCstrNL's stack fram	e:							7				
	byte-offset from SP(current)		(1 st byte of) associated variable	byte-offset from SP(current)	(1 st byte of) associated variable	byte-offset from SP(current)				(1 st byte of) associated variable	byte-offset from SP(current)	(1 st byte of) associated variable
	31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1	\$ra \$fp (\$a3) (\$a2) (\$a1)	⇒ SP (old) ⇒ SP (current)	SF(current)	validute	S-r(current)	·		↑	validue	SP(current)	valiable

PopulateArray's stack frame:									1			
byte-offset		(1 st byte of)	byte-offset		(1 st byte of)	byte-offset				(1 st byte of)	byte-offset	(1 st byte of)
from SP(current) 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 3	'\0' 'f' 'o' 'x' 'a' 'M' '\0' '#' 'r' 'e' 't' 'n' 'E' 'tt' 'n' 'E' (\$s1) (\$a3)	(1st byte of) associated variable moStr einStr padding (hopPtr)	93 92 91 90 89 88 87 86 85 84 83 82 81 80 79 78 77 76 75 74 73 72 71 70 69 68 67 66 65 64 63 62 61 60 59 58 57 56 55 54 53 52 51 50 49 48	'\0' 's' 'e' 'y' 's' 's' 'r' 'e' 'h' 'o' 'n' 'r' 'o' 'n' 'r' 's' 'r' 'r' 'o' 'n' 'r' 'o' 'n' 'r' 'o' 'n' 'r' 'r' 'r' 'r' 'r' 'r' 'r' 'r' 'r	associated variable	byte-offset from SP(current) 119 118 117 116 115 114 113 112 111 110 109 108 107 106 105 104 103 102 101 100 99 98 97 96 95 94	\$fp '\0' '.' 'd' 'e' 't' 'n' 'e' 't' 'n' 'e' 't' 'n'	←SP (old) toDW filler		(1 st byte of) associated variable	byte-offset from SP(current)	(1st byte of) associated variable
ŭ	<u> </u>	- SP (current)	70		emiStr	5-1		ieStr				
·	•		·	1			1		1			1



- SP (current)

byte-offset from SP(current)		(1 st byte of) associated variable	byte-offset from SP(current)	(1 st byte of) associated variable	byte-offset from SP(current)		(1 st byte of) associated variable	byte-offset from SP(current)	(1 st byte of) associated variable
47 46									
45 44									
43 42									
41									
40 39									
38 37									
36									
35 34									
33 32		·← SP (old)							
31 30		C 3r (old)							
29 28	\$ra								
27									
26 25	\$fp								
24 23									
22 21		meet limur ze							
20	unused	to mir							
19 18	nun	needed to meet 32-byte minimum frame size							
17 16		nee 32-:							
15 14									
13		padding							
12 11									
10 9	\$s2	hopPtr2							
8									
7 6	\$s1	hopPtr12							
5 4									
3 2									
1 0	\$s0	hopPtr11							
U		SP (current)				. 1	, I		