

ENTER test12
0: call Test

ENTER Int
0: assign i <- 75

EXIT Int
1: return i

ENTER Char
0: assign c <- 66

EXIT Char
1: return c

ENTER Bool
0: assign b <- 1

EXIT Bool
1: return b

ENTER Test
0: call t0 <- Bool

1: assign b <- t0

2: call t1 <- Char

3: assign c <- t1

4: call t2 <- Int

EXIT Test
5: assign i <- t2