

Code Section

```
fun1:
    call fun2

fun2:
    mov ptr, %eax
    lea (%eax, %ebx, 4), %ecx
    call *%ecx

handler1:
    ...

handler2:
    ...
```

Data Section

```
ptr:
    .long table

table:
    .long handler1
    .long handler2
```

c2c

c2d

d2d

d2c