

## Source Code

```
int zip() {  
    return 0;  
}
```

```
int zap() {  
    return 0;  
}
```

```
int foo() {  
    return zip ();  
}
```

```
int bar() {  
    return zap ();  
}
```

## Object Code

```
_Z3zipv:  
xor eax, eax  
ret
```

```
_Z3zapv:  
xor eax, eax  
ret
```

```
_Z3foov:  
push rax  
call 6 <_Z3foov+0x6>  
pop rcx  
ret
```

---

```
; Relocation|Addend|Name  
X86_64_PC32  -4      _Z3zipv
```

```
_Z3barv:  
push rax  
call 6 <_Z3barv+0x6>  
pop rcx  
ret
```

---

```
; Relocation|Addend|Name  
X86_64_PC32  -4      _Z3zapv
```

## Hex Code

```
31 c0  
c3
```

```
31 c0  
c3
```

```
50  
e8 00 00 00 00  
59  
c3
```

```
50  
e8 00 00 00 00  
59  
c3
```