Label(0x100b0)0x0100B0 Z1(1) = -0x100x000000 Sp(1) = Sp(0) + Z1(1)0x0100B4 Z1(2) = 0x0 $0x000000 \ A0(1) = Zero(0) + Z1(2)$ 0x0100B8 Z1(3) = 0x80x000000 Z2(1) = Sp(1) + Z1(3)0x000000 [Z2(1)] = Ra(0)0x0100BC Z1(4) = 0x00x000000 Z2(2) = Sp(1) + Z1(4)0x000000 [Z2(2)] = S0(0)0x0100C0 Ra(1) = 0x100C40x000000 Call 0x105cc 0x0100C4 Z1(5) = 0x00x000000 A0(2) = A0(1) + Z1(5)0x0100C8 Ra(2) = 0x100CC0x000000 Call 0x1051c 0x0100CC Ra(3) = 0x100D00x000000 Call 0x10530 0x0100D0 Z1(6) = 0xA0x000000 A1(1) = Zero(0) + Z1(6)0x0100D4 Ra(4) = 0x100D80x000000 Call 0x102ac 0x0100D8 Z1(7) = 0x00x000000 S0(1) = A0(2) + Z1(7)0x0100DC Z1(8) = 0x50x000000 A5(1) = Zero(0) + Z1(8)0x0100E0 if A5(1) < S0(1) (0x100E4, 0x10110) Label(0x10110)Label(0x100e4)0x010110 Z1(10) = 0xB0x0100E4 Z1(9) = 0x150x0000000 A5(3) = Zero(0) + Z1(10)0x000000 A5(2) = Zero(0) + Z1(9)0x010114 S0(3) = A5(3) - S0(1)0x0100E8 S0(2) = A5(2) - S0(1)0x010118 Jmp 0x100ec Label(0x100ec)0x0100EC A0(3) = 0x220000x0100F0 Z1(11) = 0x00x000000 A1(2) = S0(3) + Z1(11)0x0100F4 Z1(12) = -0x7000x000000 A0(4) = A0(3) + Z1(12)0x0100F8 Ra(5) = 0x100FC0x000000 Call 0x104d0 0x0100FC Z1(13) = 0x80x000000 Z2(3) = Sp(1) + Z1(13) $0x000000 \text{ Ra}(6) = [\bar{Z}2(3)]$ 0x010100 Z1(14) = 0x00x000000 A0(5) = S0(3) + Z1(14)0x010104 Z1(15) = 0x00x000000 Z2(4) = Sp(1) + Z1(15)0x000000 S0(4) = [Z2(4)]0x010108 Z1(16) = 0x100x000000 Sp(2) = Sp(1) + Z1(16)0x01010C Ret