0xcff00c8c	
0xcff00c90	
0xcff00c94	
0xcff00c98	<pre>fp for fact(1): 0xcff00ca0</pre>
0xcff00c9c	pc for fact(1): 0x1024
0xcff00ca0	fact(0):i: 0
0xcff00ca4	<pre>fp for fact(2): 0xcff00cac</pre>
0xcff00ca8	pc for fact(2): 0x1024
0xcff00cac	fact(1):i: 1
0xcff00cb0	<pre>fp for fact(3): 0xcff00cb8</pre>
0xcff00cb4	pc for fact(3): 0x1024
0xcff00cb8	fact(2):i: 2
0xcff00cbc	<pre>fp for fact(4): 0xcff00c84</pre>
0xcff00c80	pc for fact(4): 0x1024
0xcff00c84	fact(3):i: 3
0xcff00c88	fp for main: 0xcff00cd4
0xcff00c8c	pc for main: 0x1044
0xcff00cd0	fact(4):i: 4
0xcff00cd4	main:i 0
0xcff00cd8	fp for exiting: 0xcff00cf4
0xcff00cdc	pc for exiting: 0x2110

r0	0
r1	
r2	
r3	
r4	
sp	0xcff00c94
fp	0xcff00c94
рс	0x1004: if (i==0) in fact()

```
fact:
0x1000
                  ld [fp+12] -> %r0
                  cmp %r0, %g0
0x1004
0x1008
                  bne 11
0x100c
                  mov %g1 -> %r0
0x1010
                   ret
       11:
                  ld [fp+12] -> %r0
add %r0, %gm1 -> %r0
st %r0 -> [sp]--
0 \times 1014
0x1018
0x101c
0x1020
                   jsr fact
                  pop #4
0x1024
                  ld [fp+12] -> %rl
mul %r0, %r1 -> %r0
0x1028
0x102c
main:
0x1034
0x101
0x1030
                  ret
                  push #4
                  mov #4 -> %r0
st %r0 -> [sp]--
0x1038
0x103c
0x1040
                   jsr fact
                  pop #4
st %r0 -> [fp]
0x1044
0x1048
0x104c
                  ret
```