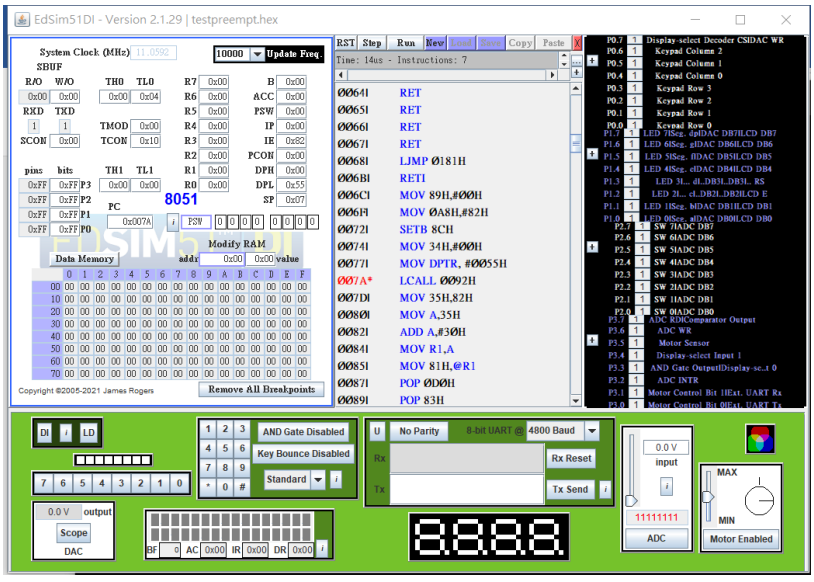
```
PS C:\Users\Howar\OneDrive\桌面\107034003-ppc2> make clean
del *.hex *.ihx *.lnk *.lst *.map *.mem *.rel *.rst *.sym *.asm *.lk
PS C:\Users\Howar\OneDrive\桌面\107034003-ppc2> make
sdcc -c  testpreempt.c
testpreempt.c:33: warning 158: overflow in implicit constant conversion
sdcc -c  preemptive.c
preemptive.c:91: warning 85: in function ThreadCreate unreferenced function argument : 'fp'
sdcc  -o testpreempt.hex testpreempt.rel preemptive.rel
```

the address of function

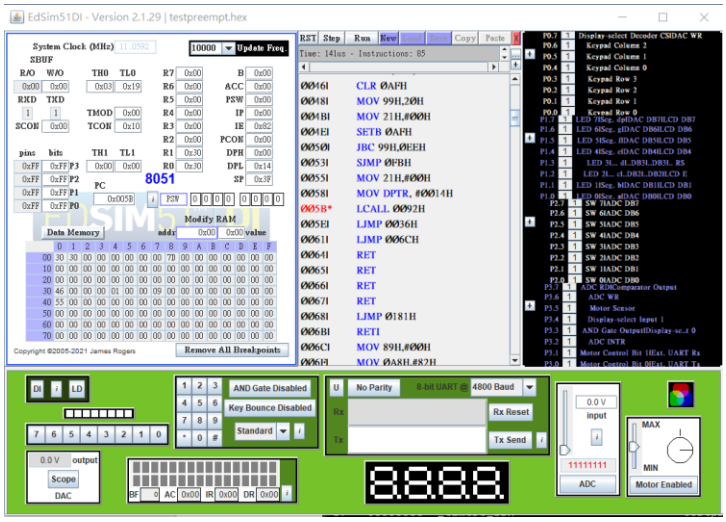
```
Area                                 Addr       Size        Decimal Bytes (Attributes)
--------------------------------     ----       ----        ------- ----- ------------
CSEG                                 00000014   00000211 =      529. bytes (REL,CON,CODE)

      Value  Global                              Global Defined In Module
      -----  ----------------------------------  ------------------------
C:    00000014  _Producer                         testpreempt
C:    00000036  _Consumer                         testpreempt
C:    00000055  _main                             testpreempt
C:    00000061  __sdcc_gsinit_startup             testpreempt
C:    00000065  __mcs51_genRAMCLEAR               testpreempt
C:    00000066  __mcs51_genXINIT                  testpreempt
C:    00000067  __mcs51_genXRAMCLEAR              testpreempt
C:    00000068  _timer0_ISR                       testpreempt
C:    0000006C  _Bootstrap                        preemptive
C:    00000092  _ThreadCreate                     preemptive
C:    00000120  _ThreadYield                      preemptive
C:    00000181  _myTimer0Handler                  preemptive
C:    00000213  _ThreadExit                       preemptive

^LASxxxx Linker V03.00 + NoICE + sdld,  page 12.
```

bootstrap call threadcreate



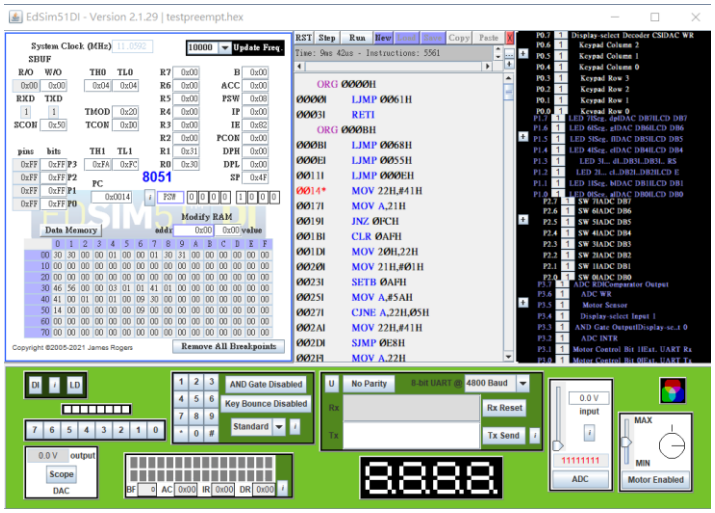
saveSP in 30H-33H is empty, still using the initial stack on 07H,and after executing the instruction LCALL 0087H on 006F, the return address of boostrap will be pushed on 08H,09H.

main call threadcreate



40H-47H not being empty and 46 in 30H, which means thread 0 is active.

producer is running because 0014 is the address of producer function.



consumer is running because 0036 is the address of consumer function.