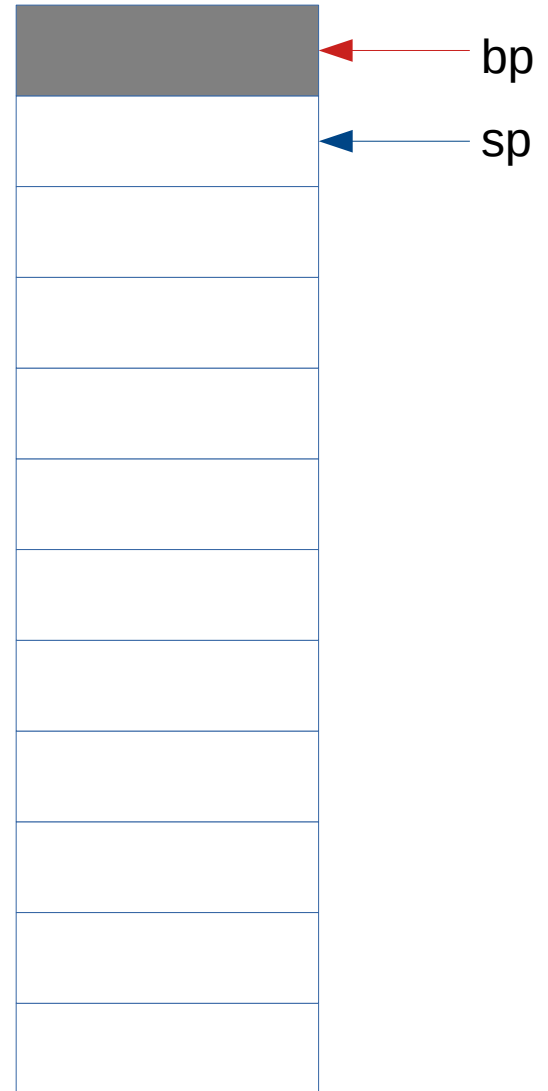


C stack



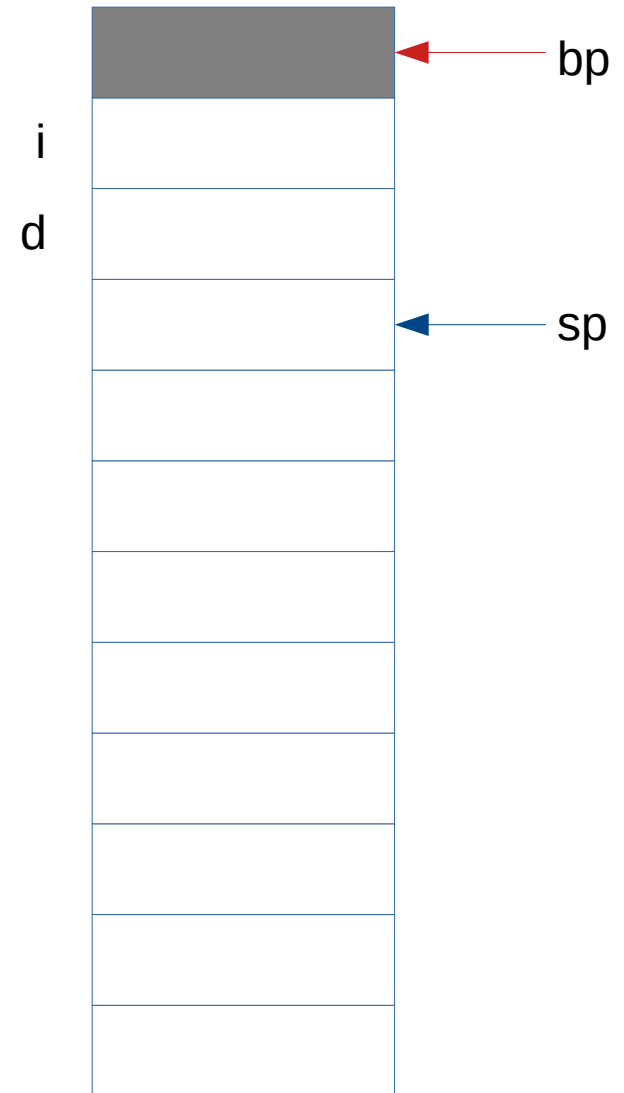
```
void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}
```



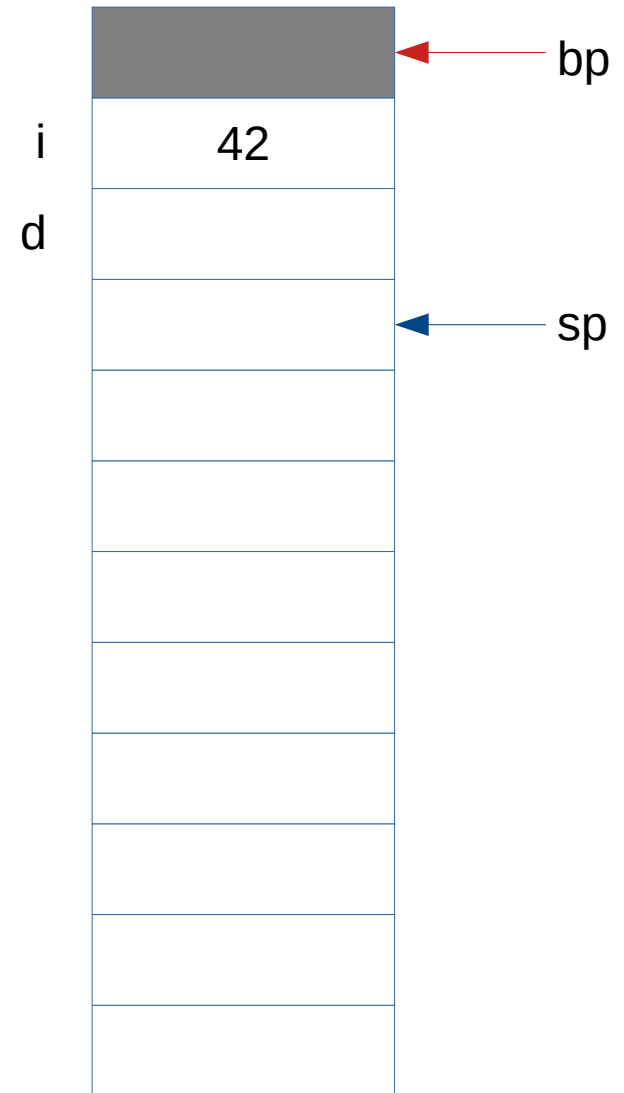
```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

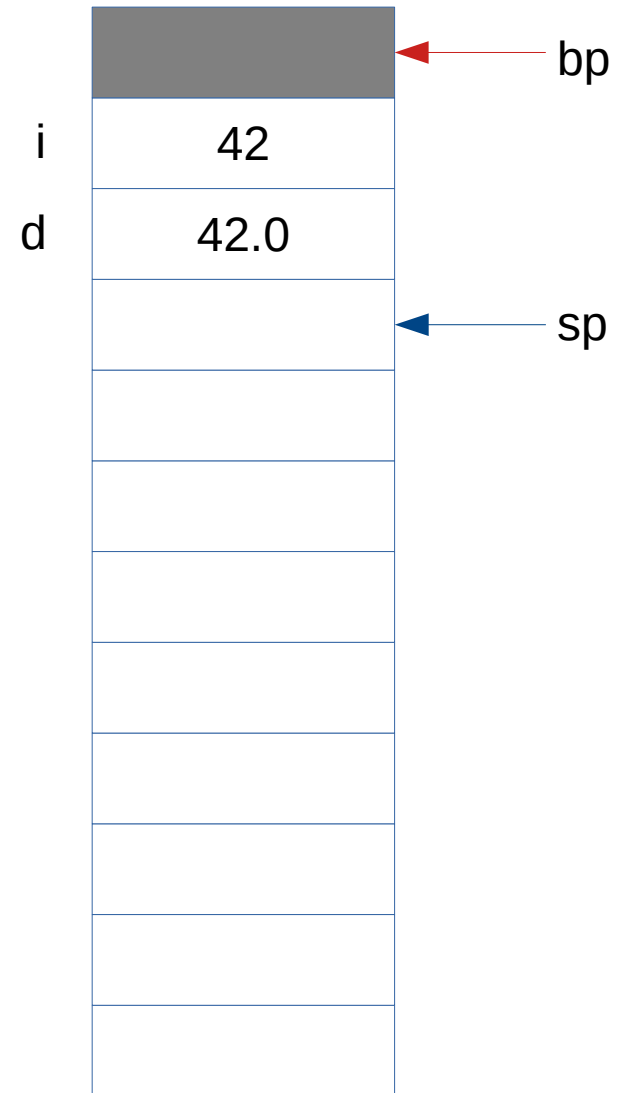
```



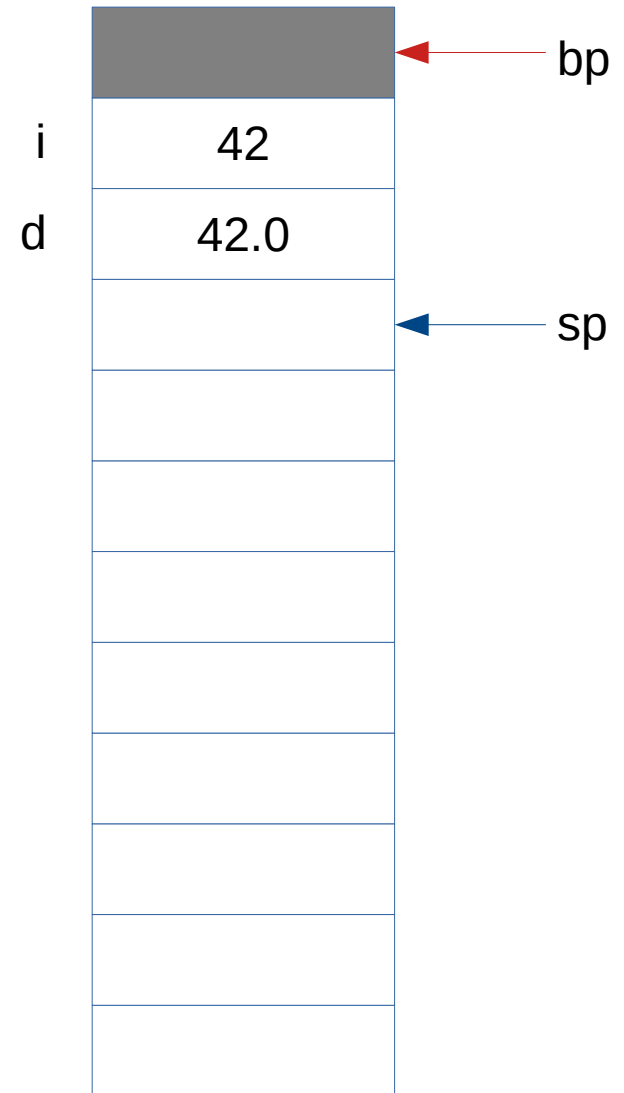
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void f(void)
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    d = i;
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    i++;
}
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{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}
```



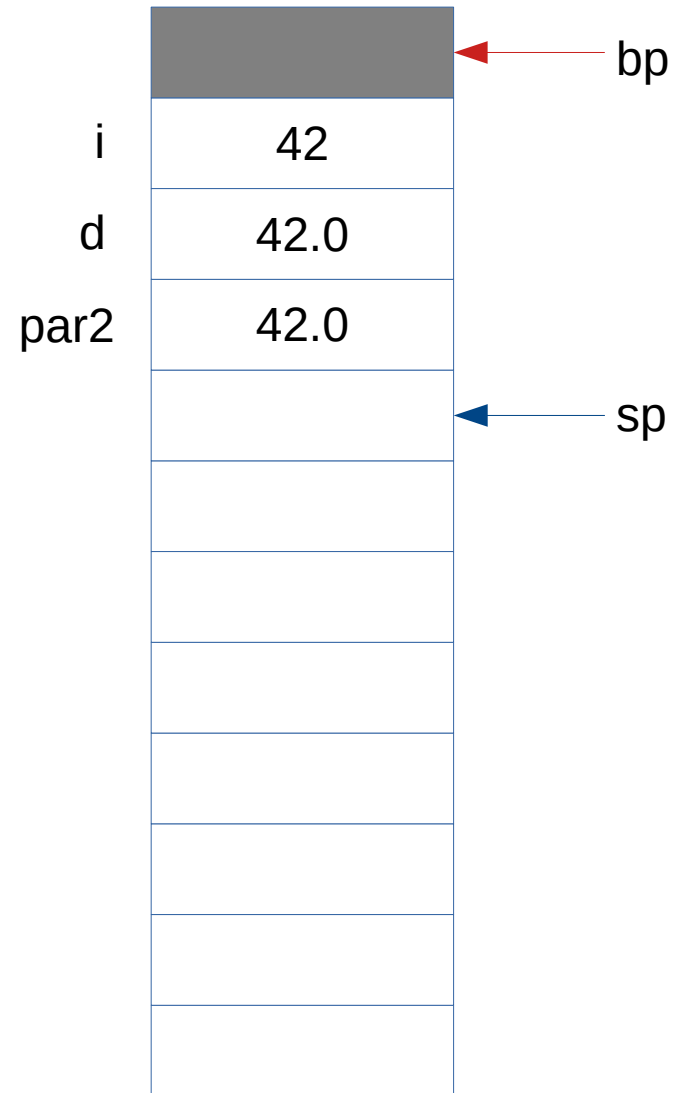
```
void f(void)
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    d = i;
    d = g( i, d);
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    t[1] = par2;
    par1++;
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    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}
```

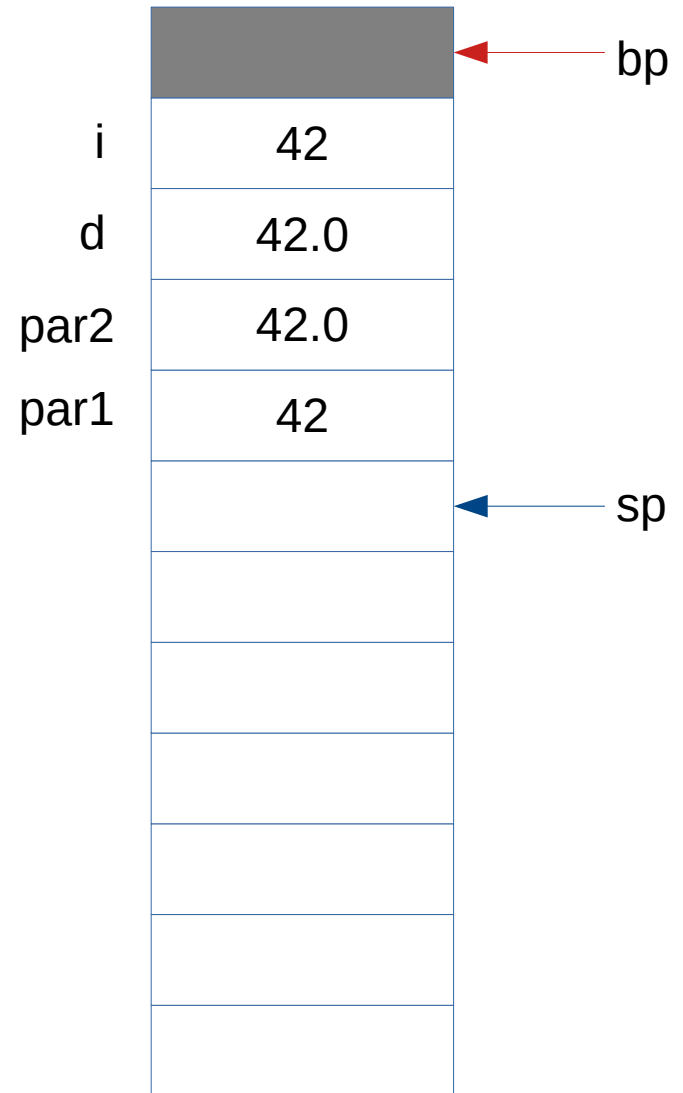




```

void f(void)
{
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    i = 42;
    d = i;
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}
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    return t[0];
}

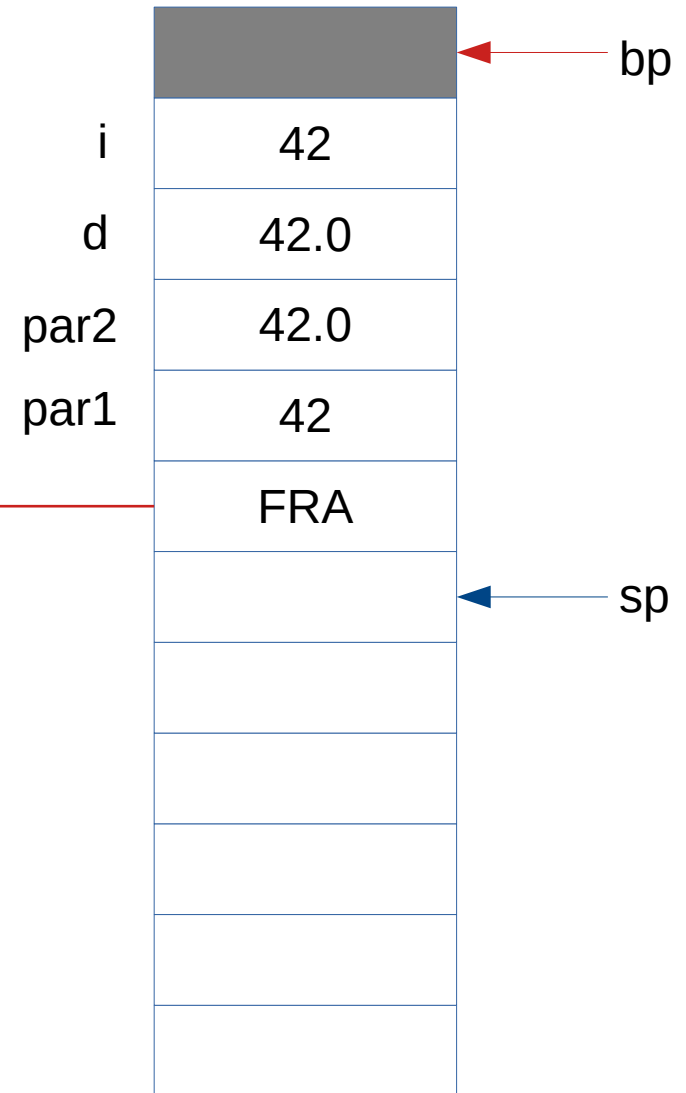
```



```

void f(void)
{
    int i;
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    i = 42;
    d = i;
    d = g( i, d);
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    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

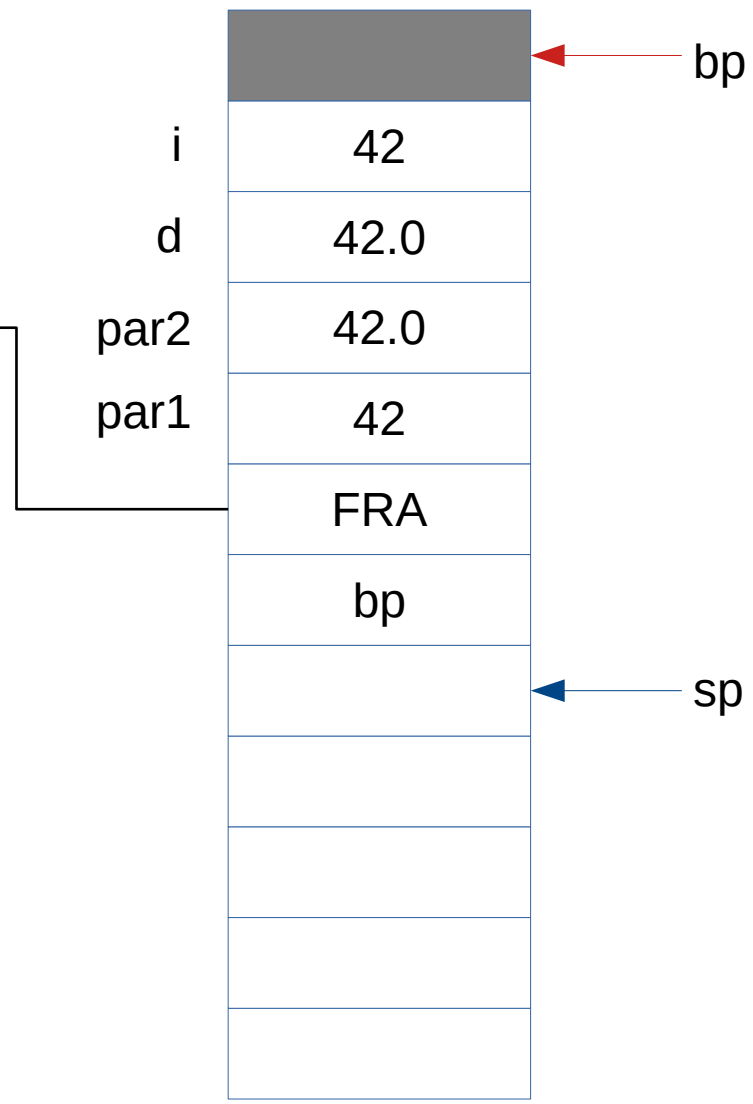
```



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

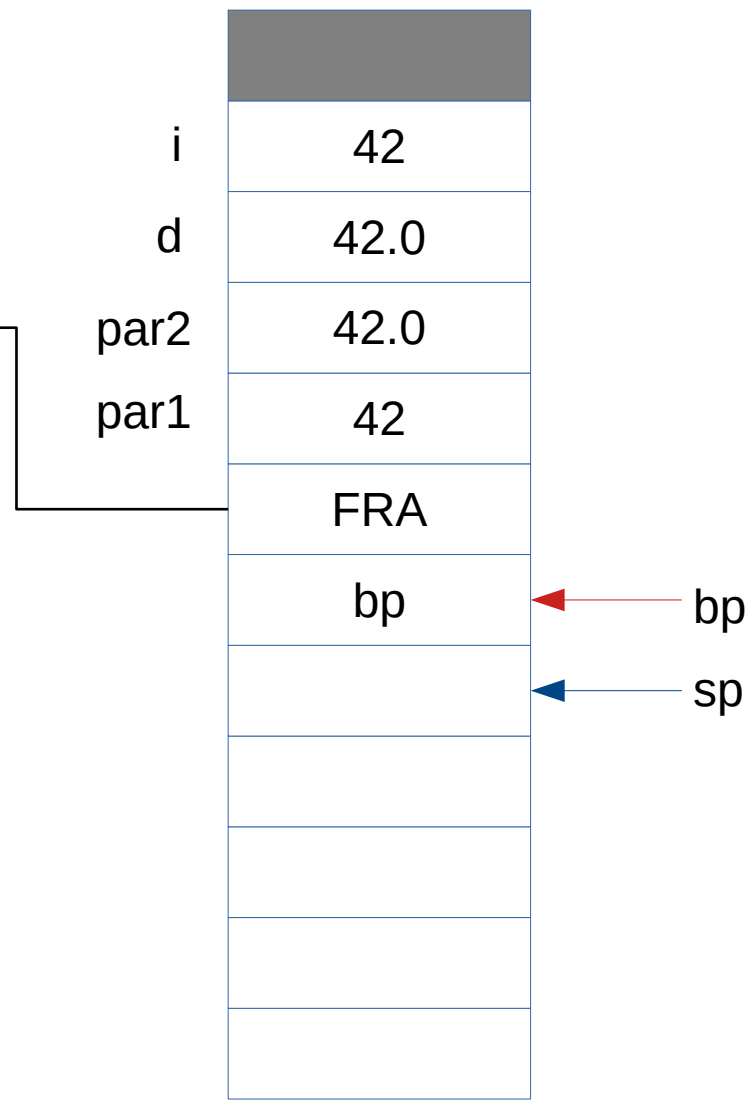
```



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```



```

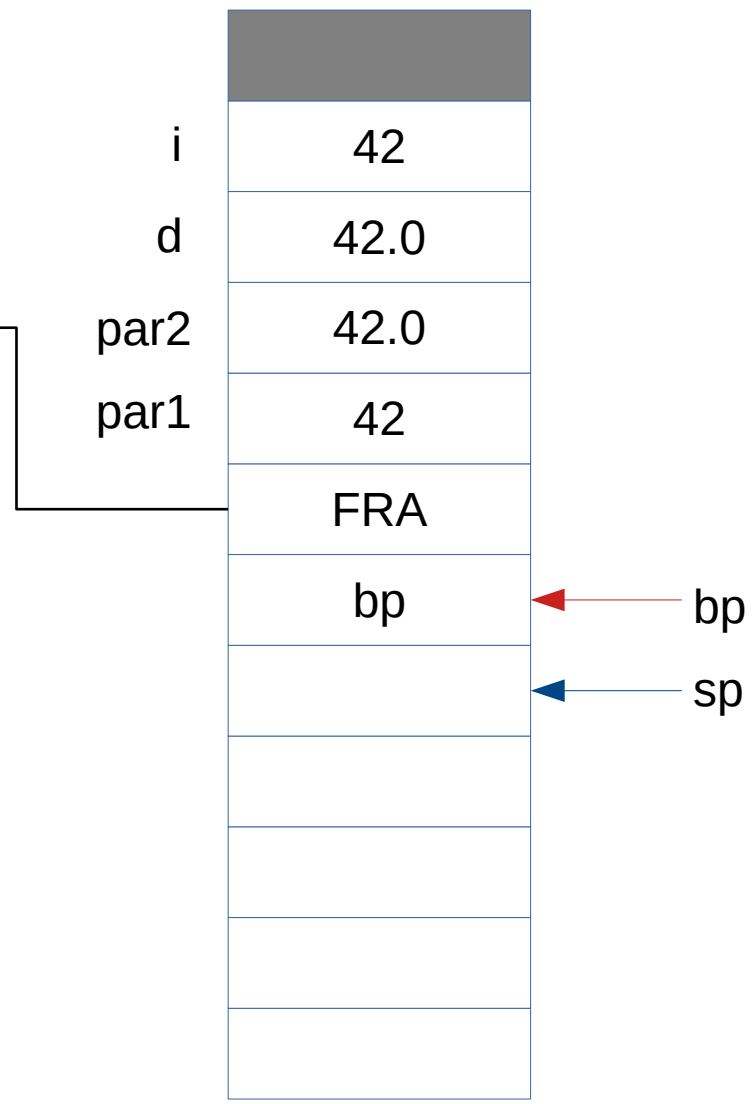
void f(void)
{
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    d = i;
    d = g( i, d);
    i++;
}

```

```

double g( int par1, double par2)
{
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    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```



```

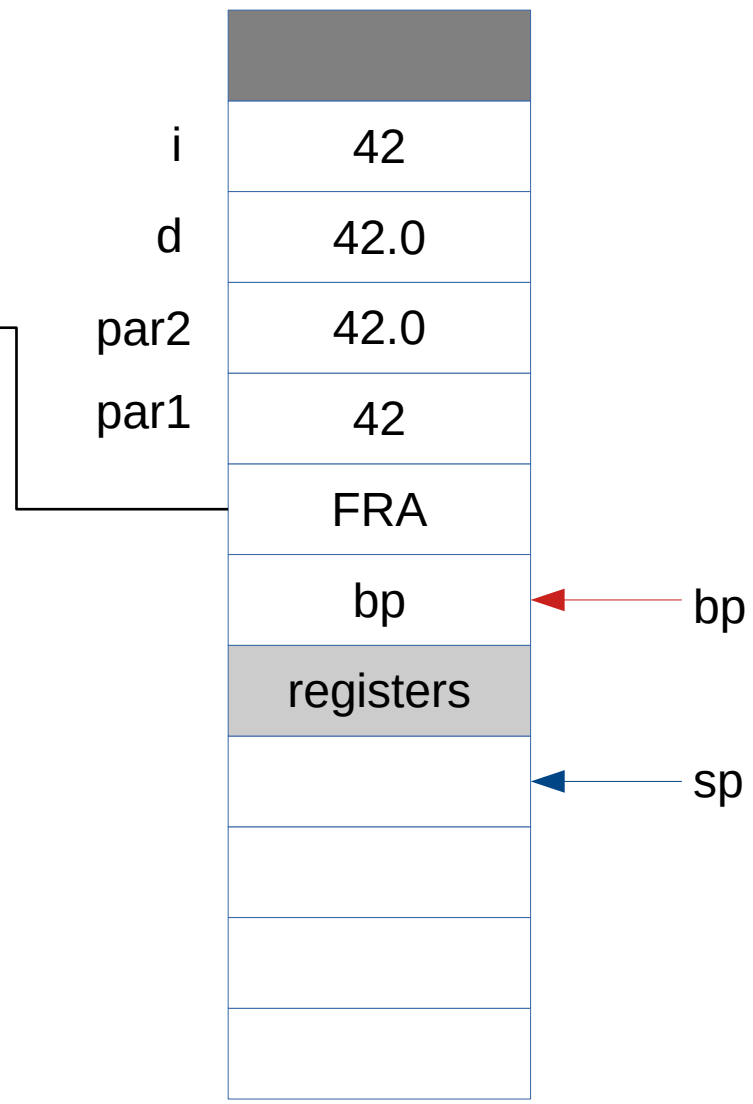
void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}

```

```

double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

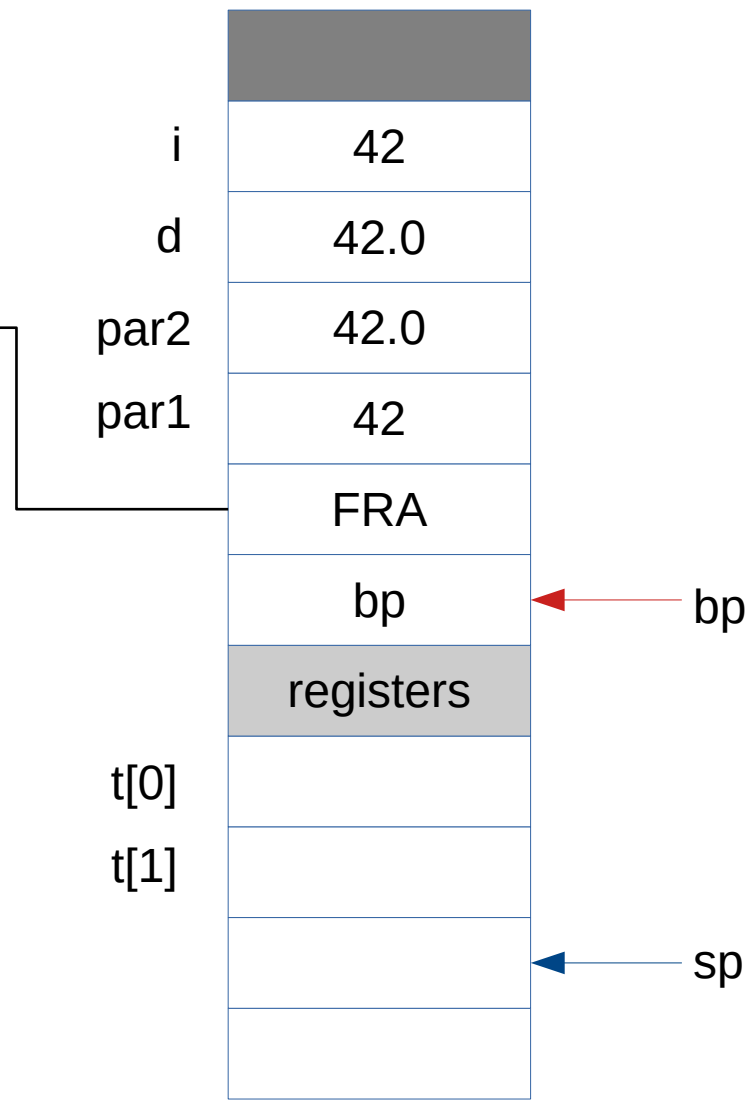
```



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

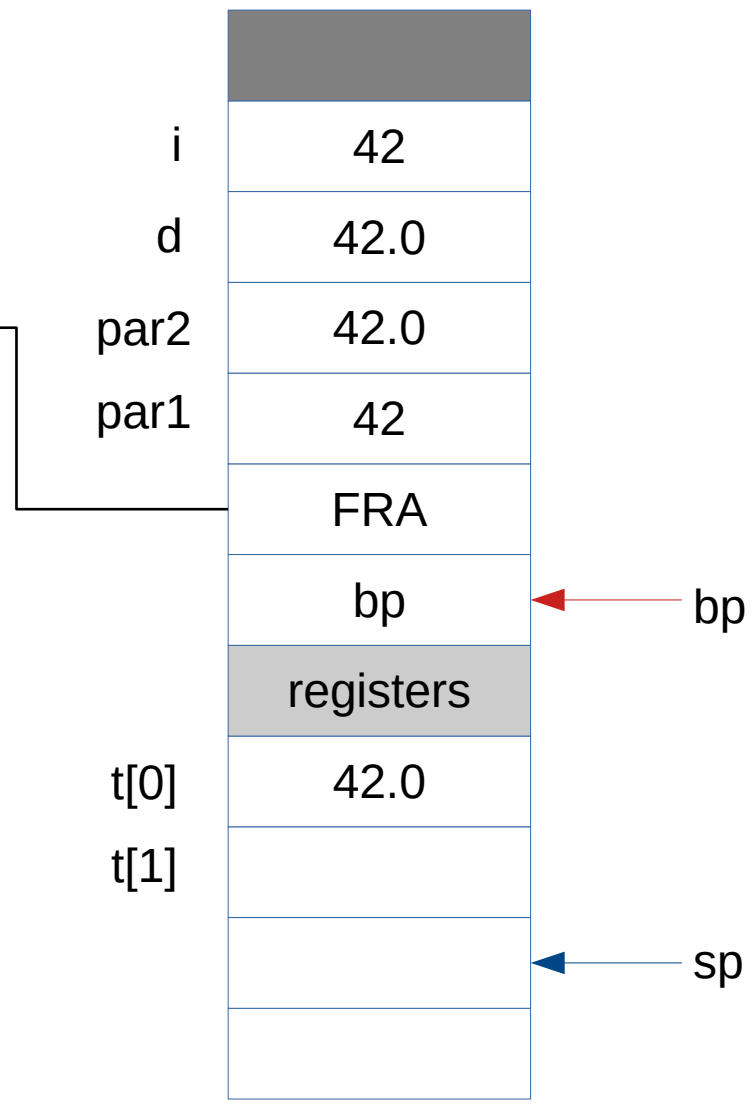
```



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```

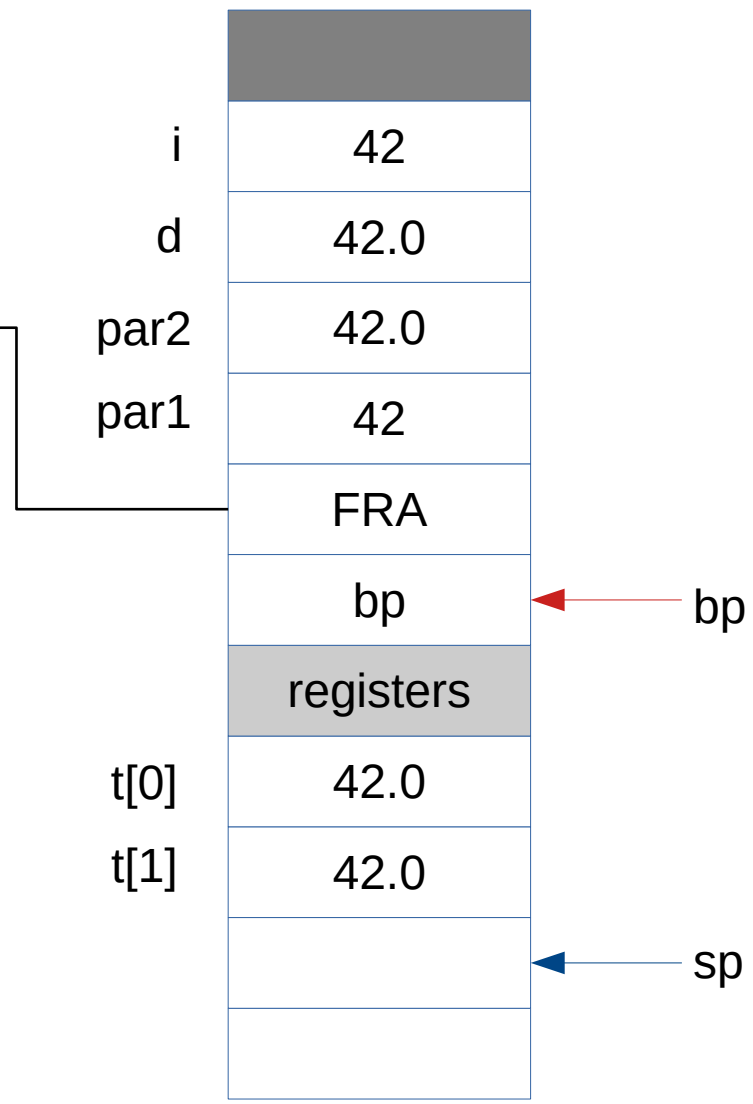




```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
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    t[1] = par2;
    par1++;
    return t[0];
}

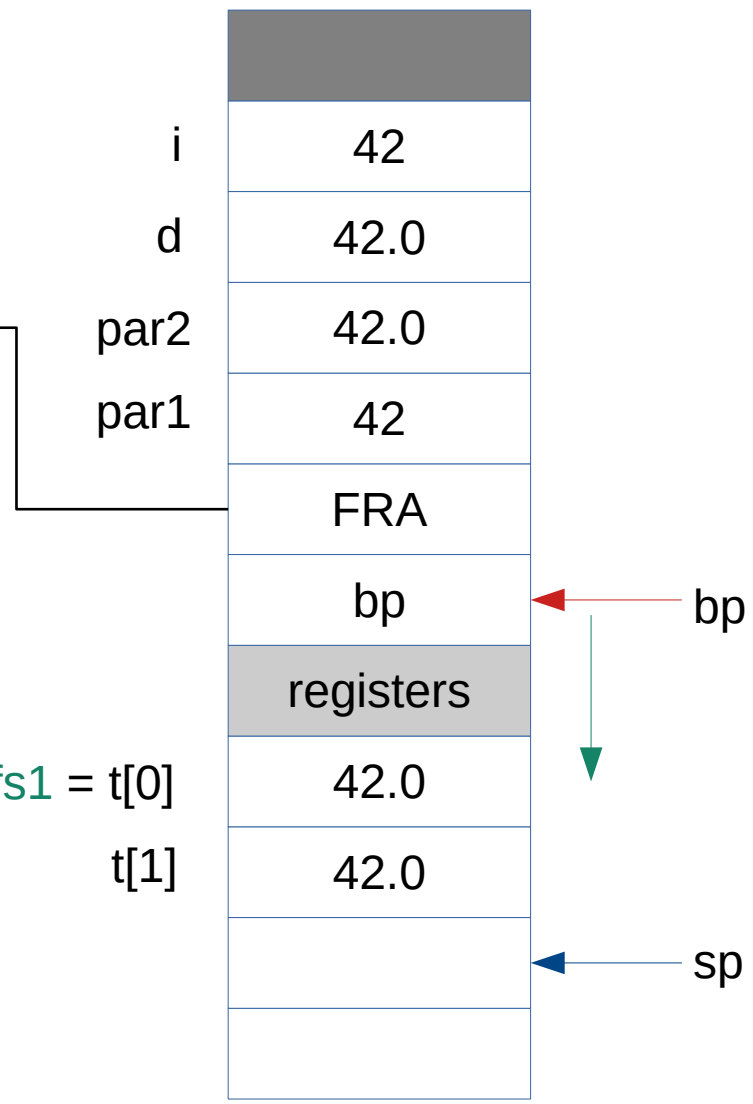
```



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```



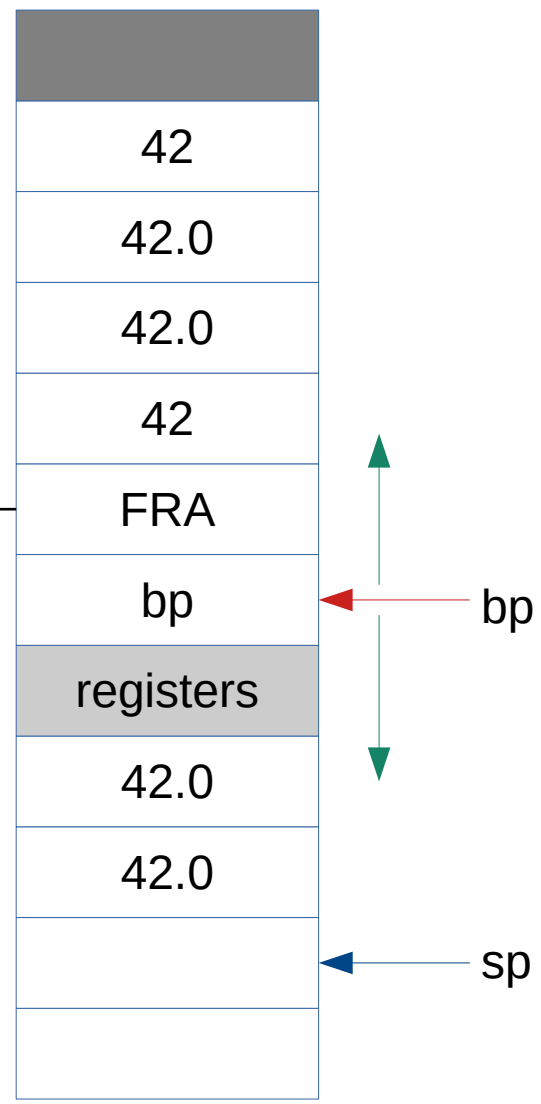
```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```

$bp+offs2 = par1$

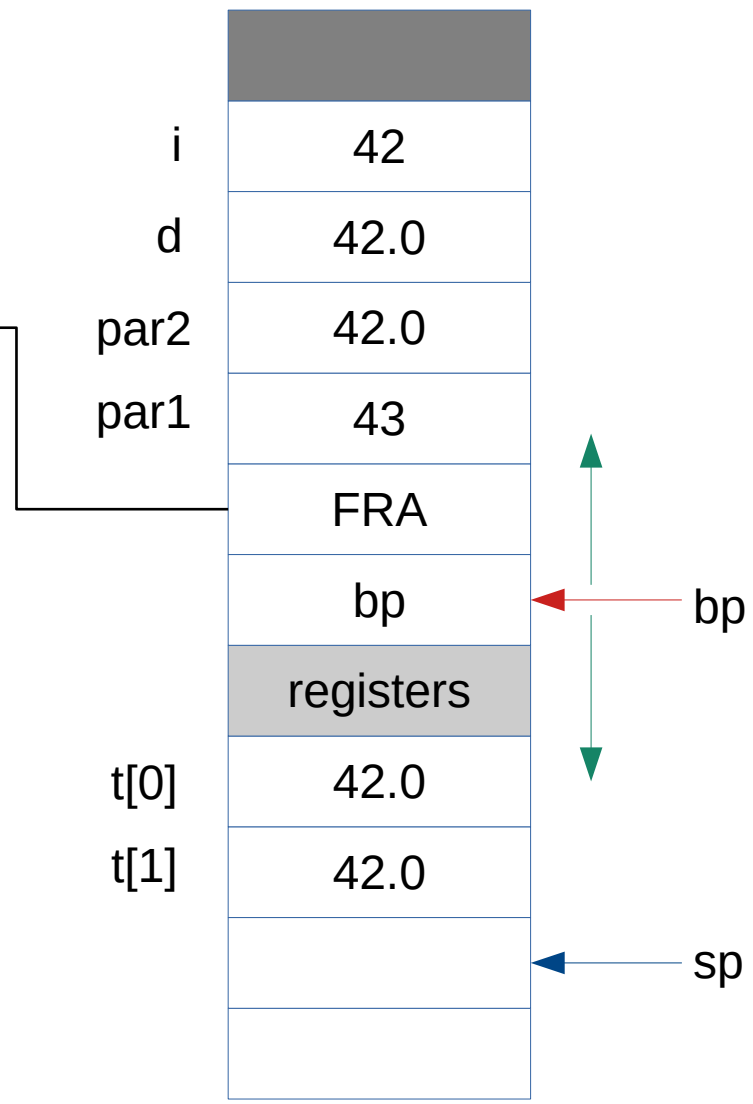
$bp+offs1 = t[0]$



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```

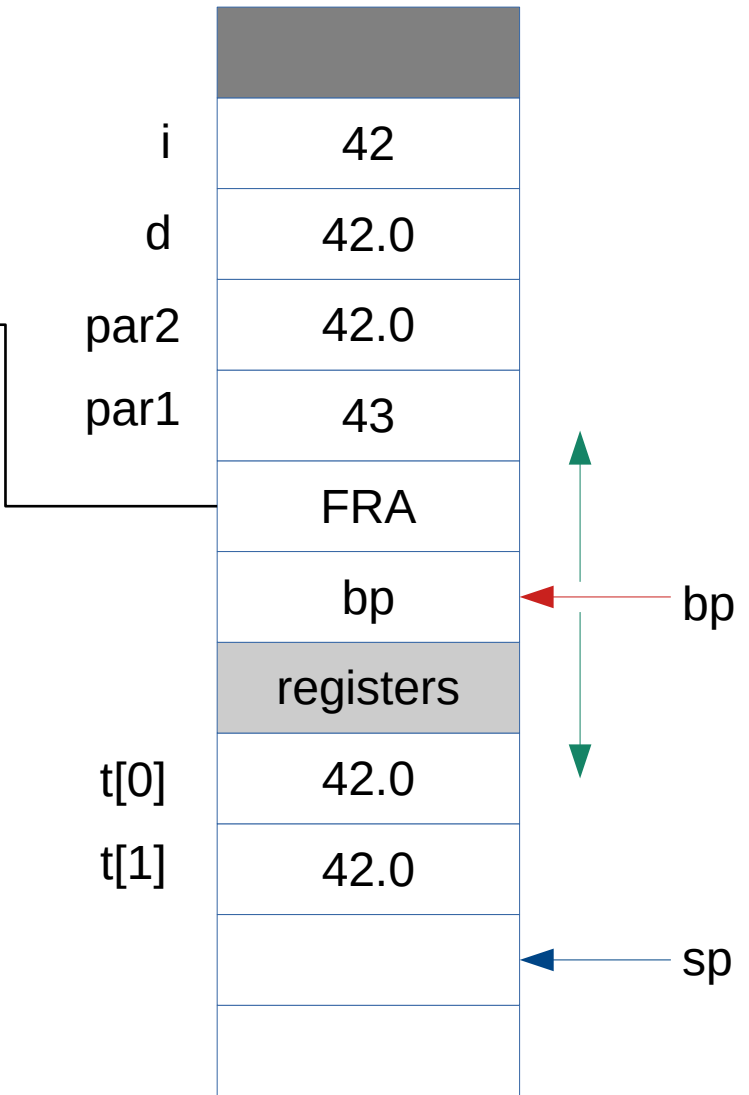


```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```

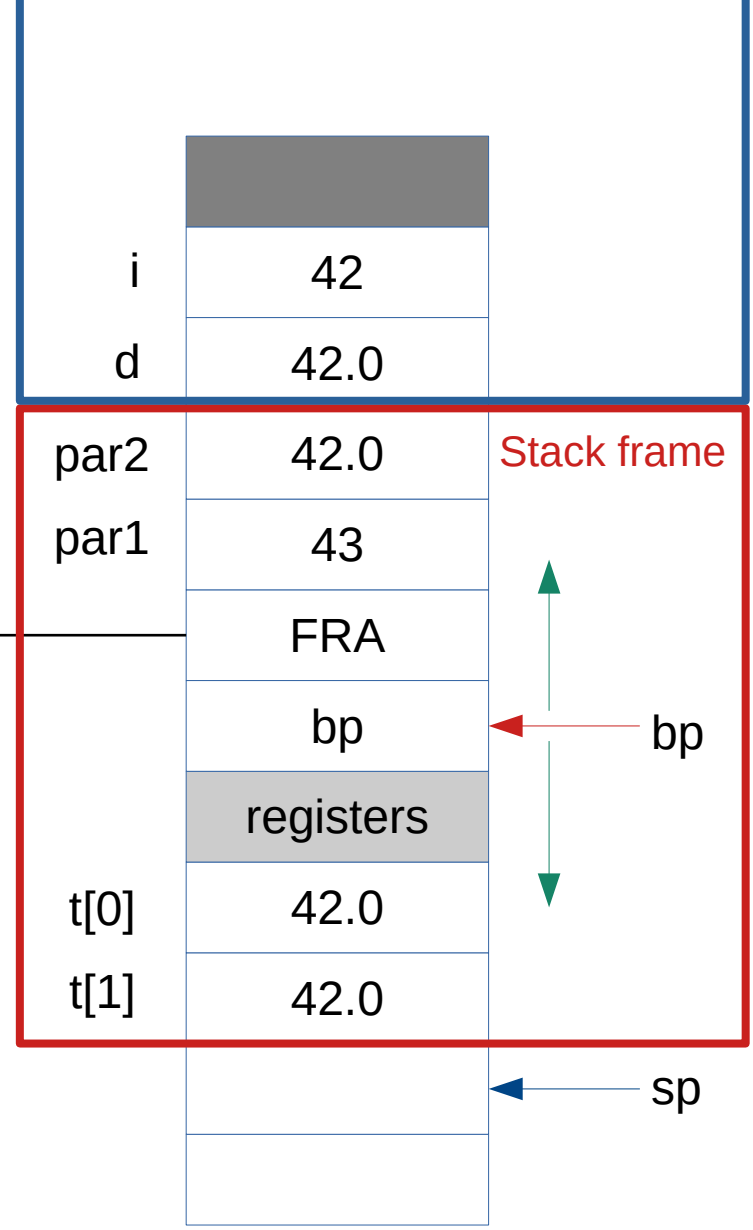
xmm0



```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

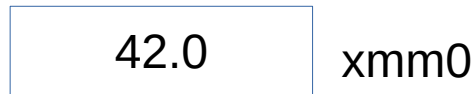
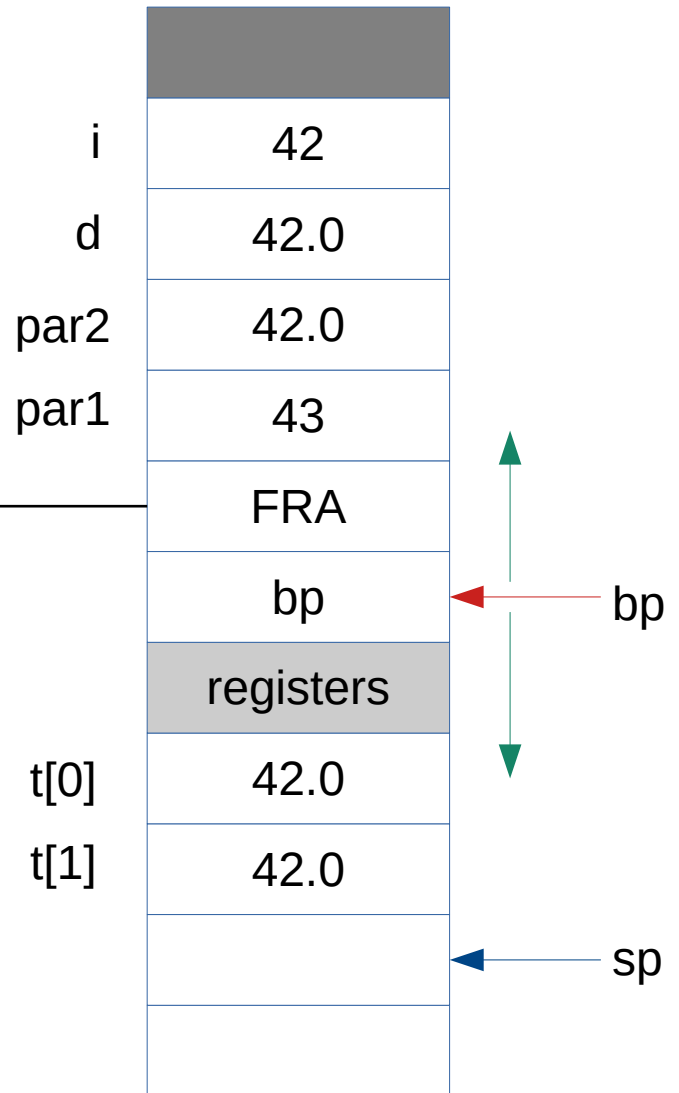
```



```

void f(void)
{
    int i;
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    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

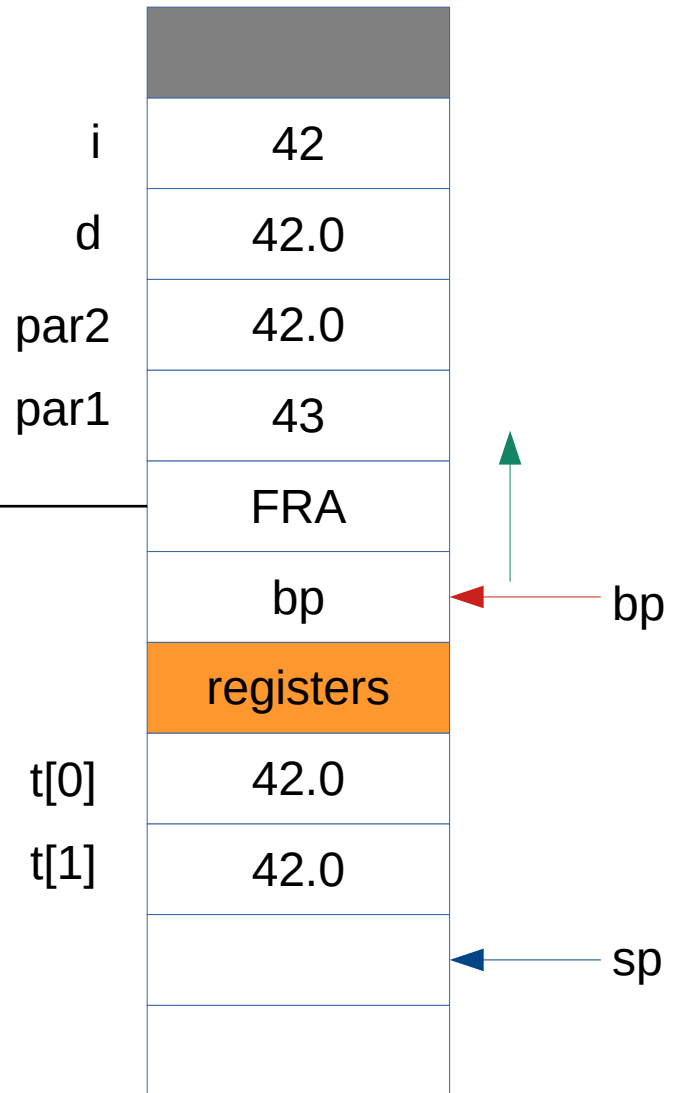
```



```

void f(void)
{
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    double d;
    i = 42;
    d = i;
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double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

```





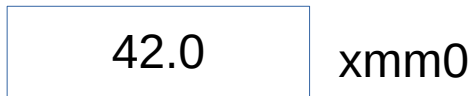
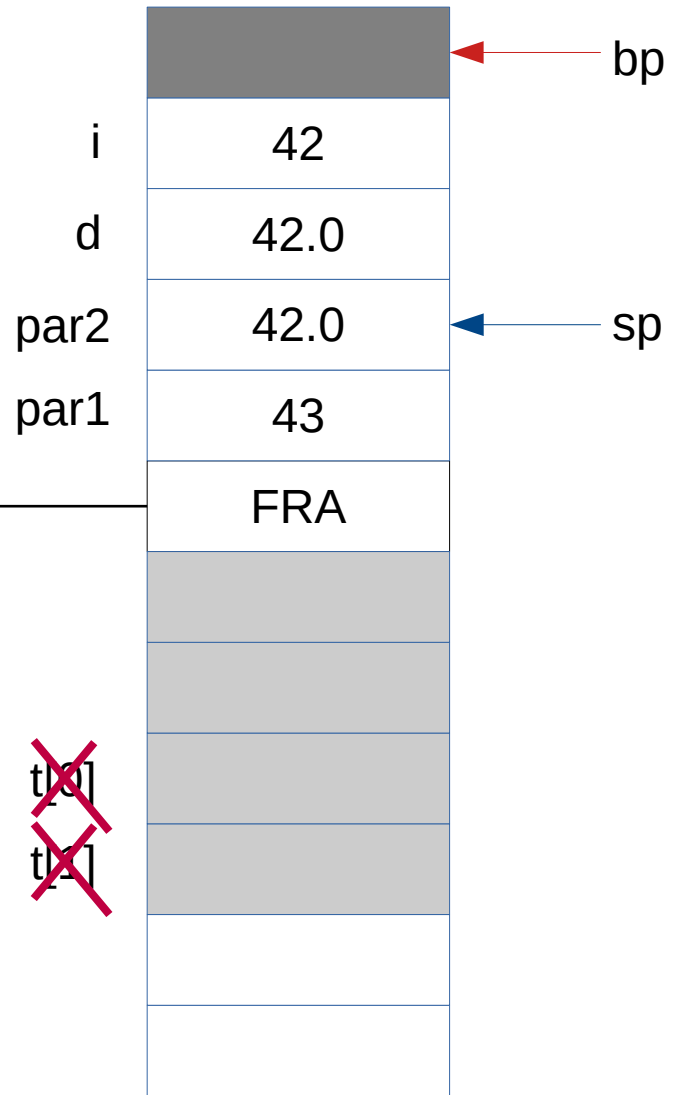




```

void f(void)
{
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    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

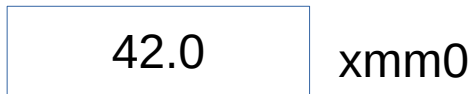
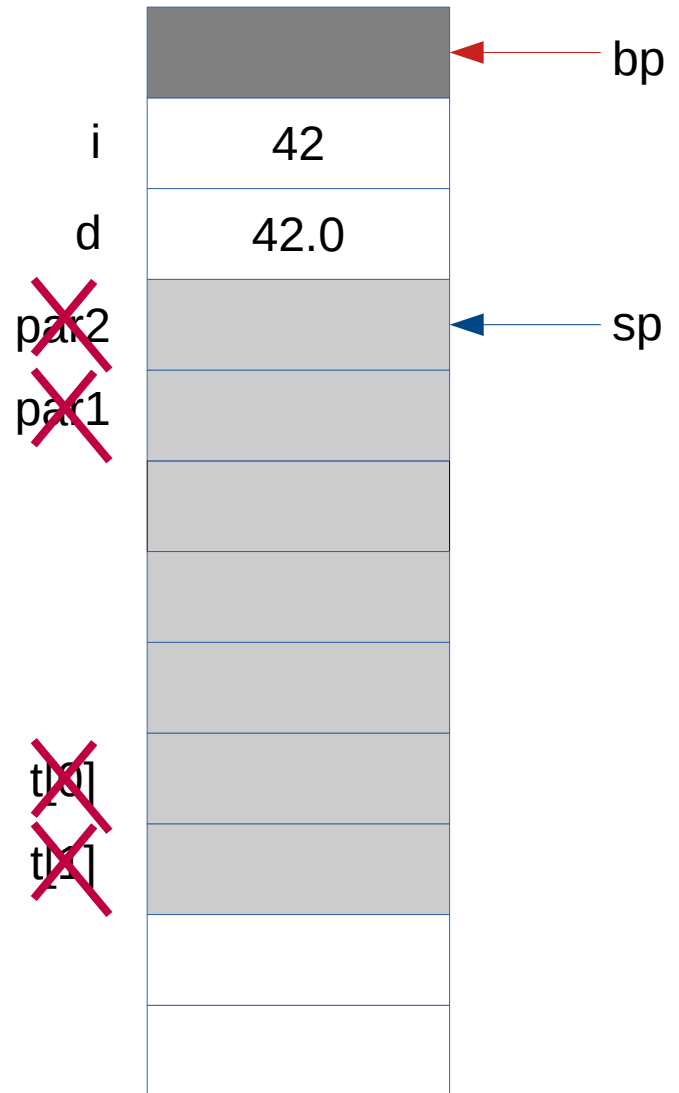
```



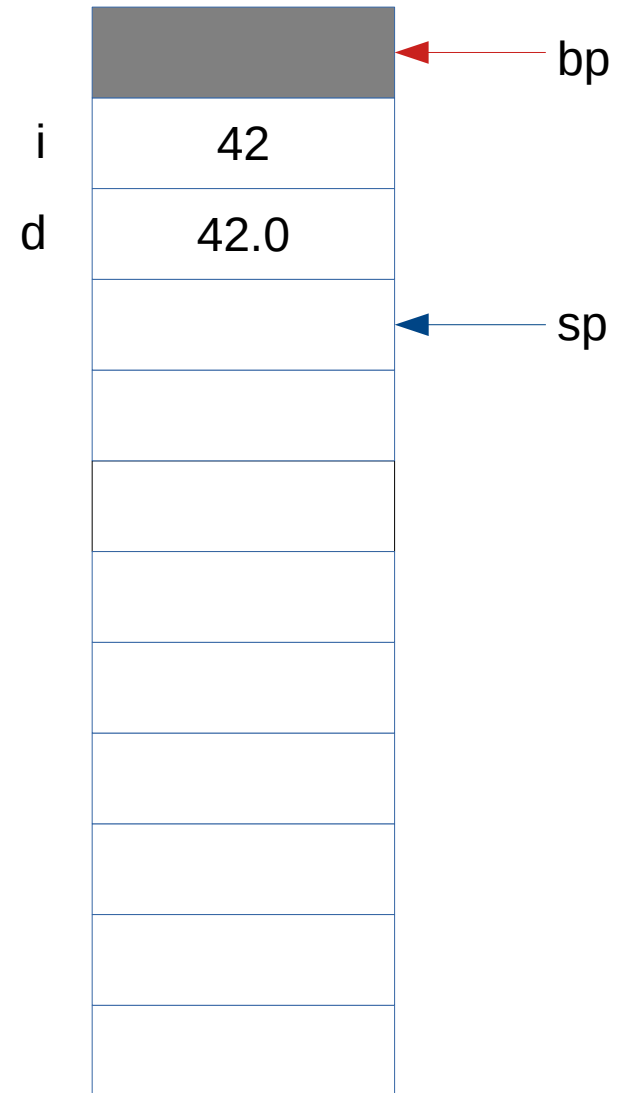
```

void f(void)
{
    int i;
    double d;
    i = 42;
    d = i;
    d = g( i, d);
    i++;
}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}

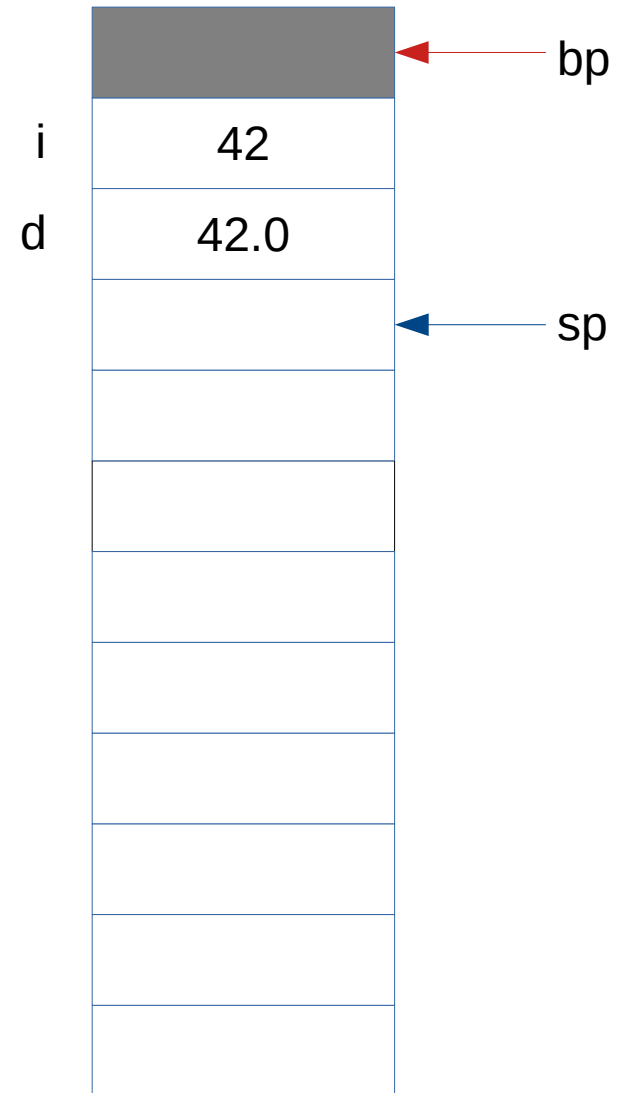
```



```
void f(void)
{
    int i;
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    i = 42;
    d = i;
    d = g( i, d);
    i++;
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double g( int par1, double par2)
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    double t[2];
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    t[1] = par2;
    par1++;
    return t[0];
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}
double g( int par1, double par2)
{
    double t[2];
    t[0] = par1;
    t[1] = par2;
    par1++;
    return t[0];
}
```



42.0 xmm0

```
void f(void)
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