

```

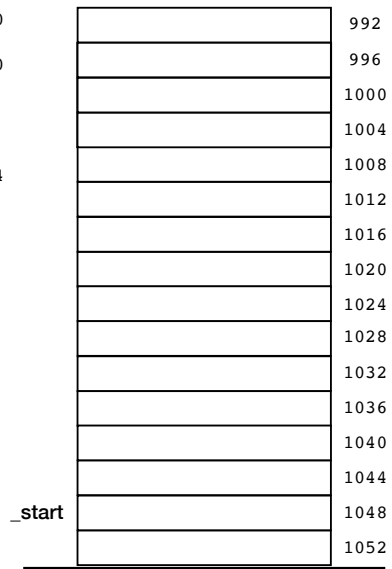
foo:
0 push {fp}
4 add fp, sp, #0
8 nop
12 add sp, fp, #0
16 pop {r11}
20 bx lr
main:
24 push {fp, lr}
28 add fp, sp, #4
32 bl foo
36 mov r3, #0
40 mov r0, r3
44 pop {fp, pc}
_start:
...
48 bl main
52 ...

```

```

r0 =
r3 =
lr =
pc =
sp =
fp =

```



```

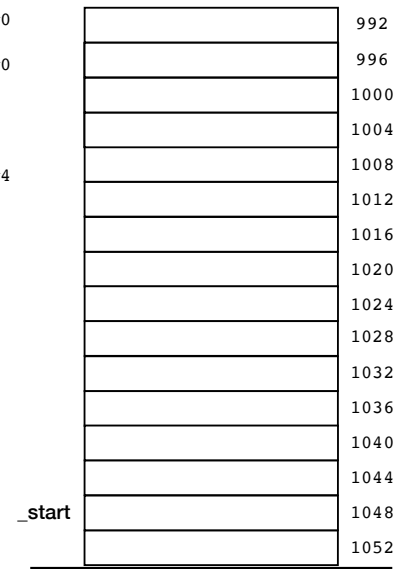
foo:
0 push {fp}
4 add fp, sp, #0
8 nop
12 add sp, fp, #0
16 pop {r11}
20 bx lr
main:
24 push {fp, lr}
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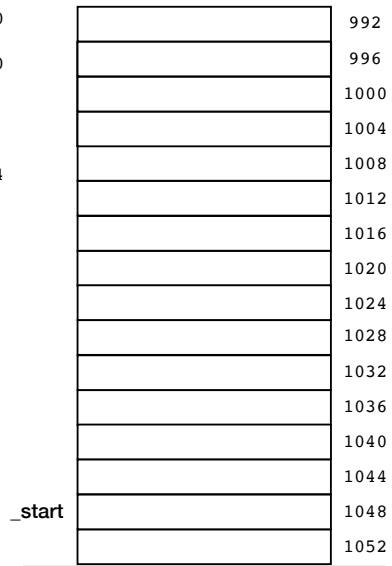
foo:
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8 nop
12 add sp, fp, #0
16 pop {r11}
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24 push {fp, lr}
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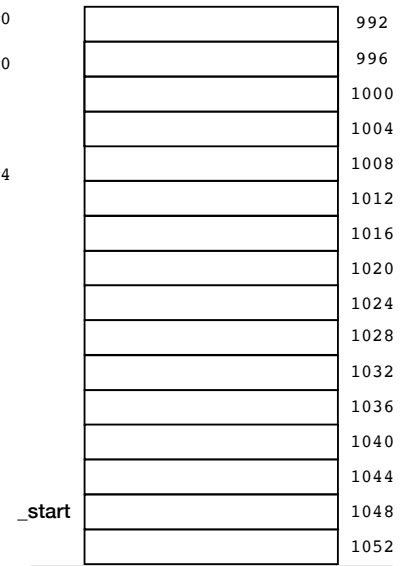
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12 add sp, fp, #0
16 pop {r11}
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main:
24 push {fp, lr}
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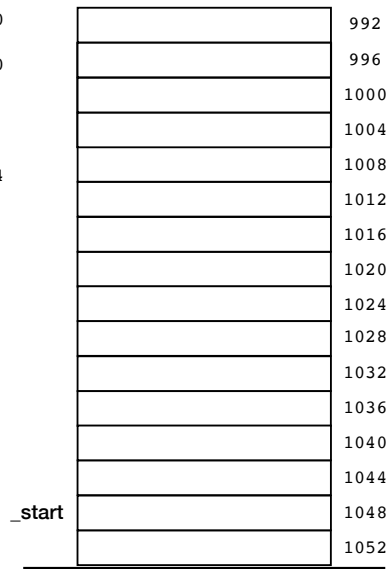
foo:
0  push  {fp}
4  add   fp, sp, #0
8  nop
12 add  sp, fp, #0
16 pop  {r11}
20 bx lr
main:
24 push {fp, lr}
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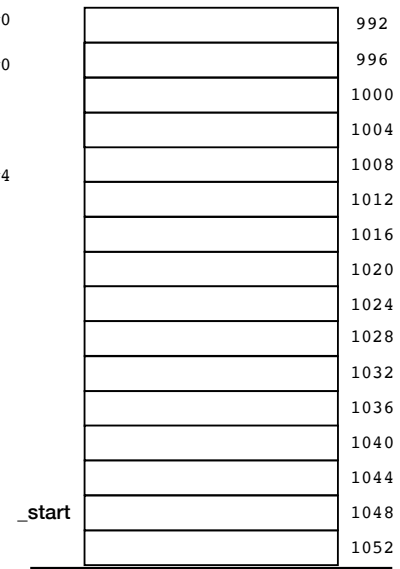
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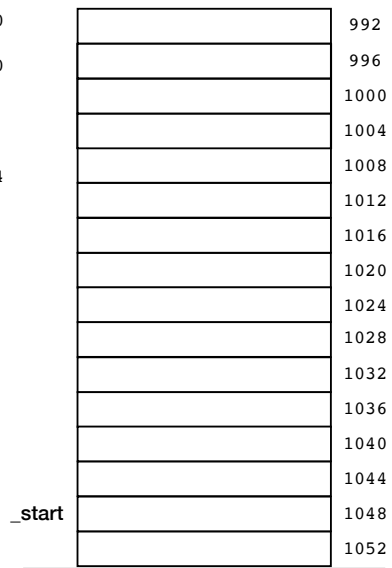
foo:
0  push  {fp}
4  add   fp, sp, #0
8  nop
12 add  sp, fp, #0
16 pop  {r11}
20 bx lr
main:
24 push {fp, lr}
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