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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}
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 =
_start

```

	992
	996
	1000
	1004
	1008
	1012
	1016
	1020
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	1028
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