

// code appelant
// int res = f(3, 5);

MOV AX, 5
PUSH AX
MOV AX, 3
PUSH AX
CALL f
POP CX
POP CX
MOV [res], AX

epilogue
epiloφ: MOV SP, BP
POP BP
RET

// code appelle'
int f(int p1, int p2) {
int var1;

if (p1 == φ) {
var1 = φ;
return var1;
}
} ≡ [Synthèse]

// prologue
push H BP
MOV BP, SP
SUB SP, 2

// if (p1 == φ) {
CMP [BP+4], φ
JNE fsiφ
var1 = φ
MOV [BP-2], φ
return var1
}
// fsiφ:
MOV AX, [BP-2]
JMP epiloφ

