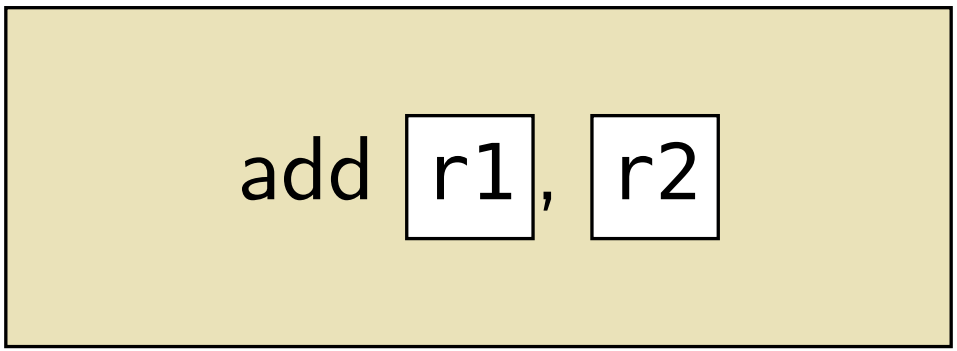
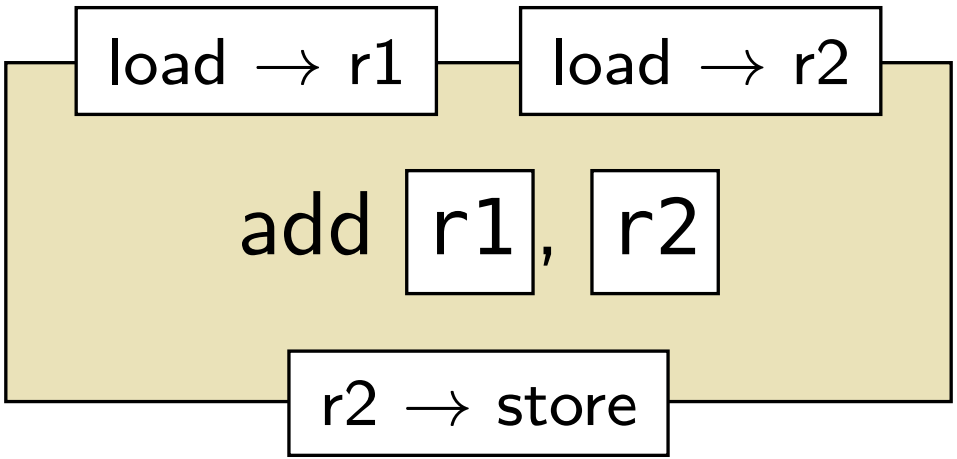
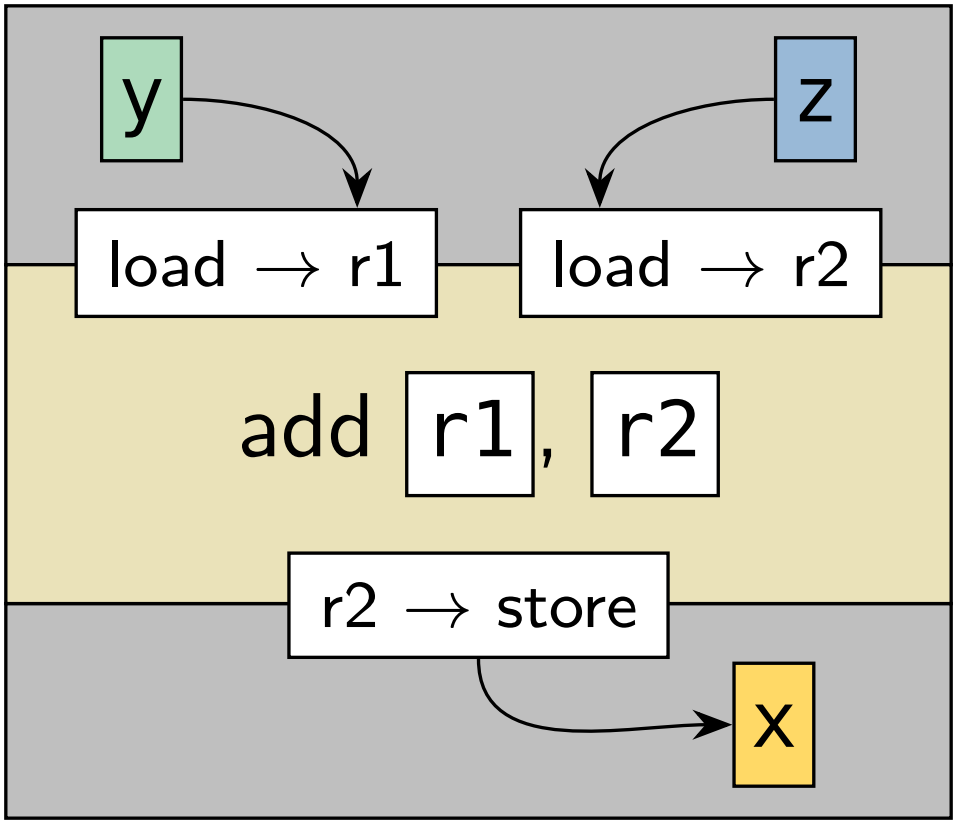
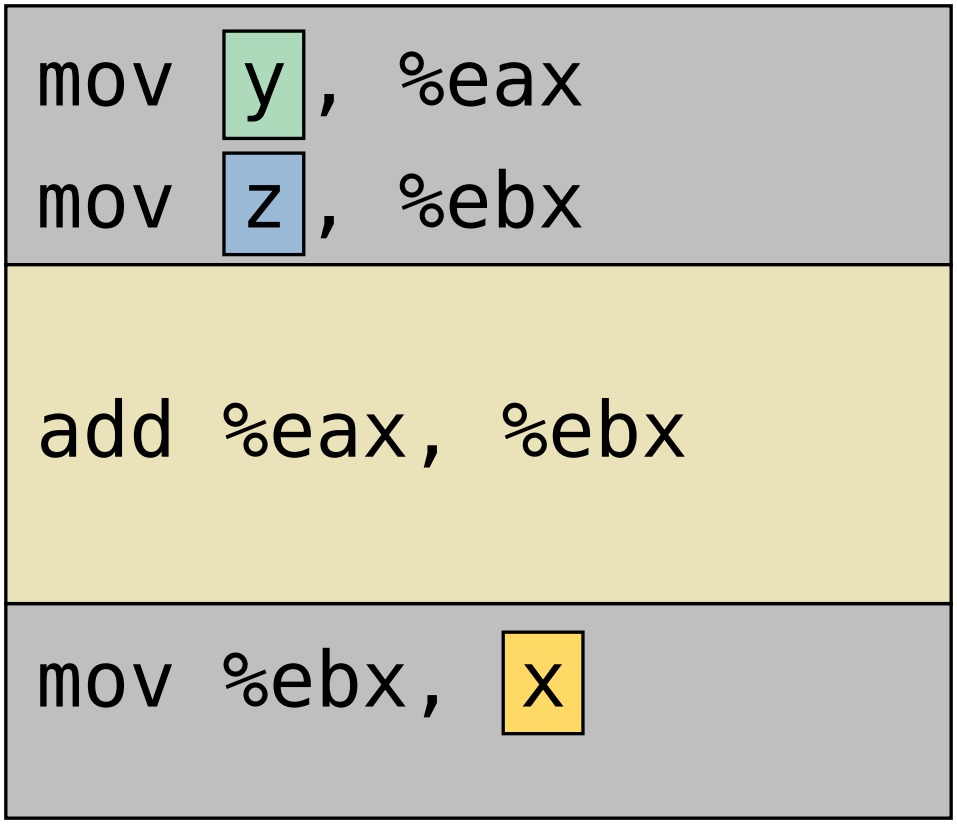
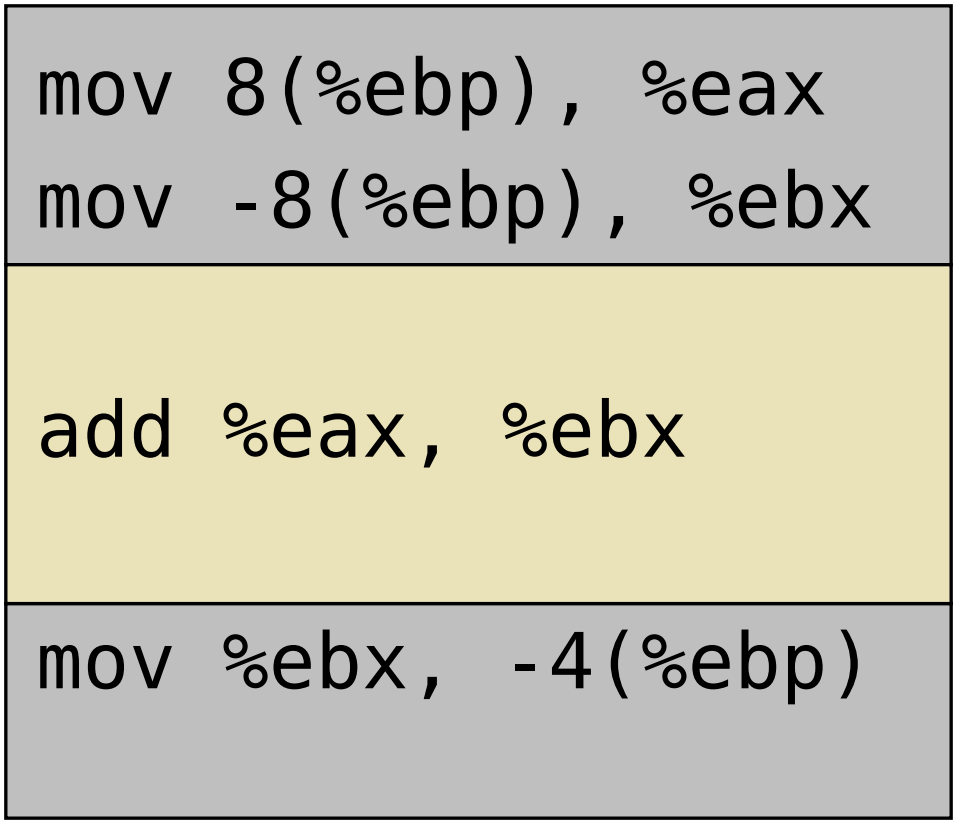
x := Add y, z


add r1, r2


load → r1
load → r2
add r1, r2
r2 → store


y
z
load → r1
load → r2
add r1, r2
r2 → store
x


mov y, %eax
mov z, %ebx
add %eax, %ebx
mov %ebx, x


mov 8(%ebp), %eax
mov -8(%ebp), %ebx
add %eax, %ebx
mov %ebx, -4(%ebp)