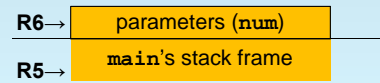


Stack Appearance on Entry to `find_abs`

When `find_abs` starts execution, the **stack appears as shown below...**

R6 points to the **parameters**, which **are already on the stack** (pushed by the caller).

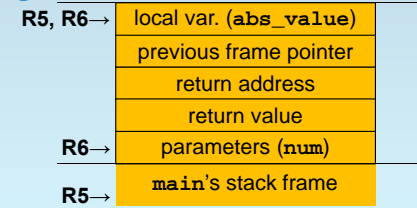
Below parameters is the caller's stack frame, and **R5** points into it (somewhere).



Stack Frame for `find_abs` (During Execution of Code)

The stack frame should look like this...

Setting up the stack frame means making this change.



Make Space for the Remainder of the Stack Frame

`FIND_ABS`
`ADD R6,R6,#-4`

First, make space on the stack.

Is there an LC-3 instruction for that?

How many locations do we need?

Save Caller's Frame Pointer into Stack Frame

`FIND_ABS`
`ADD R6,R6,#-4`
`STR R5,R6,#1`

Next, save the caller's frame pointer (R5).

Is there an LC-3 instruction for that?

Note: offset depends on space for local variables.

Where does it go?