```
FOO                      ; topic: C to LC-3 ; code from p18 of old problems
ADD R6,R6,#-5 ; three for linkage, two for local vars
STR R5,R6,#2            ; save caller's frame pointer
ADD R5,R6,#1            ; our frame pointer (FOO's)
STR R7,R5,#2            ; save return address
; stack frame is now ready for executing code
; here is where we will write the C code from foo
TEARDOWN_STACK_FRAME
LDR R7, R5, #2         ; restore return address to R7
LDR R5, R5,#1          ; restore caller's frame pointer
ADD R6,R6,#4           ; why 4?  Need to leave return value on stack
RET
```