```
; Z is at R5+0, VAL is at R5 − 1, X is at R5 + 4, Y is at R5+5
LDR R0,R5,#4 ; copy X to R0
STR R0,R5,#-1          ; store into VAL (VAL = X)
LDR R0,R5,#4 ; copy X to R0 (if 0 > x, return -1)
BRn RETURN_N1     ; X <0, so skip return -1
LDR R0,R5,#5 ; copy Y to R0 (or if 0 > y, return -1)
BRzp NO_RET_N1
RETURN_N1
AND R0,R0,#0          ; put -1 in R0
ADD R0,R0,#-1
STR R0,R5,#3 ; store -1 in return value location
BRnzp TEARDOWN_STACK_FRAME
NO_RET_N1               ; x >= 0 and y >=0 … proceed to next if
```