```
; Z is at R5+0, VAL is at R5 – 1, X is at R5 + 4, Y is at R5+5
; DIVIDE … DIVIDE R0 by R1, return quotient in R0
; MULT … MULT R0 by R1, return product in R0
; val = x – y * z;
LDR R0,R5,#5     ; copy Y into R0
LDR R1,R5,#0     ; copy Z into R1
JSR MULT                 ; R0 = R0 * R1
NOT R0,R0                ; negate Y * Z
ADD R0,R0,#1
LDR R1,R5,#4     ; copy X into R1
ADD R1,R1,R0     ; calculate X – Y * Z into R1
STR R1,R5,#-1
NOT_THEN                 ; now we are going to return val
LDR R0,R5,#-1            ; copy VAL into R0
STR R0,R5,#3             ; store val into return value slot
… back to TEARDOWN_STACK_FRAME
```