

Caveat: these are simplified stacks in that they show integers. Remember that the stack holds things of type void*.

EXAMPLE 1

```
int main () {  
    return (3+4)*5/2;  
}
```

We compile it with
% cc0 -b ex1.c0
to generate the corresponding byte code file:

```
C0 C0 FF EE    # magic number  
00 05         # version  
  
00 00         # int pool count  
# int pool  
  
00 00         # string pool count  
# string pool  
  
00 01         # function pool count  
# function_pool  
  
#<main>  
00 00         # number of arguments = 0  
00 00         # number of local variables = 0  
00 0C         # code length = 12 bytes  
10 03         # bipush 3  
10 04         # bipush 4  
60           # iadd  
10 05         # bipush 5  
68           # imul  
10 02         # bipush 2  
6C           # idiv  
B0           # return  
  
00 00         # native pool count  
# native pool
```

