

```

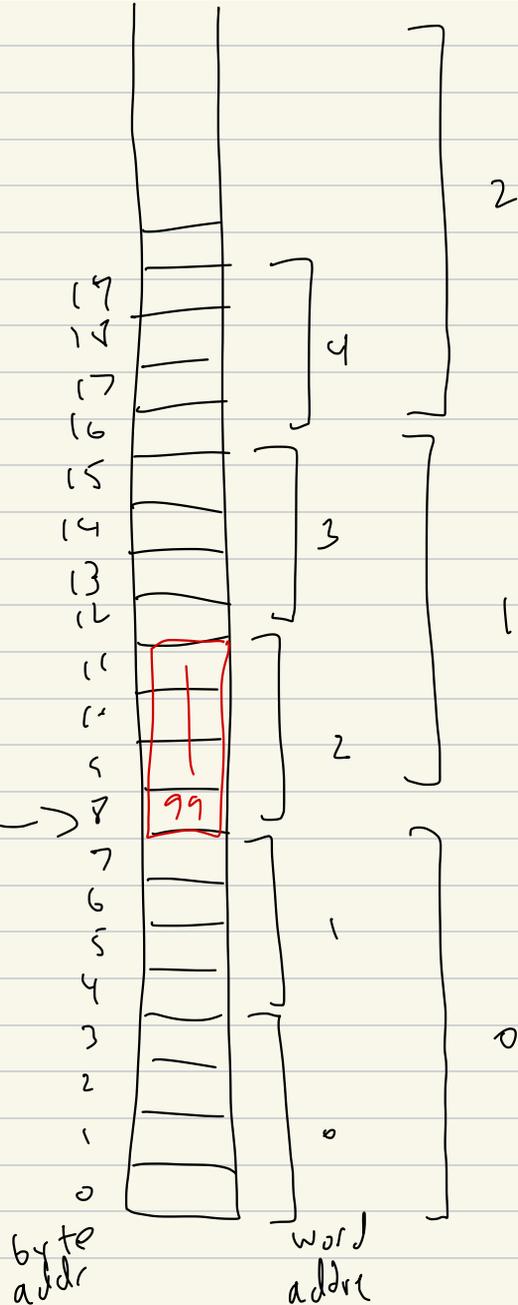
int x = 99;
int *p;
int y;
p = &x;

```

```

v = *p;
lw t0, (p)
t1
*p = v
sw t0, (p)
t1

```



The Stack

