

```
int rangeSum(int lo, int hi) {
    int sum = 0;
    .....
    .....
}
```

```
int main() {
    int total;

    total = rangeSum(10, 20);
    .....
}
```

In rangeSum:

```
04 str lr, [sp, #-4]! @ Save lr to stack
05 str fp, [sp, #-4]! @ Save fp to stack
06 mov fp, sp @ Point fp to bottom of new frame
07 sub sp, sp, #12 @ Reserve 3 words of frame space
08 str r0, [fp, #-8] @ First param second from TOS
09 str r1, [fp, #-12] @ Second param at TOS
10 mov r3, #0 @ sum = 0
11 str r3, [fp, #-4] @ sum third from TOS
```

In main:

```
44 mov r0, #10
45 mov r1, #20
46 bl rangeSum
47 str r0, [fp, #-4] @ Store total into frame
```

