

main:

```
# prologue
pushq   %rbp # save old base pointer
movq    %rsp, %rbp # set new base pointer
push   %rbx # %rbx is callee-saved
# call
call   func
# return value
mov    $10, %rax
# epilogue
mov   %rbp, %rsp # restore old stack pointer
pop  %rbp # restore old base pointer
ret
```

func:

```
# prologue
pushq   %rbp # save old base pointer
movq    %rsp, %rbp # set new base pointer
push   %rbx # %rbx is callee-saved
# return value
mov    $5, %rax
# epilogue
mov   %rbp, %rsp # restore old stack pointer
pop  %rbp # restore old base pointer
ret
```

```
function main
phonyvar := call func
return 10
```

