

0:	LDC	0,3(0)
1:	LDC	1,4(0)
2:	ADD	0,0,1
3:	OUT	0,0,0
4:	HALT	0,0,0

0:	LDC	0, 3(0)
1:	LDC	1, 4(0)
2:	ADD	0, 0, 1
3:	OUT	0, 0, 0
4:	HALT	0, 0, 0

```
function main(): integer  
    3 + 4
```

(same 'but...')