

```
unsigned int a = 3;
unsigned int b = 5;
unsigned int c = 6;
unsigned int d = 4;

unsigned int max_ab;
unsigned int max_cd;

void main ()
{
    register unsigned int x;          /* a stocker dans r0 */
    register unsigned int y;          /* a stocker dans r1 */
    register unsigned int *maxi;      /* a stocker dans r2 */
    register unsigned int rmax;       /* a stocker dans r8 */

    register unsigned int e;          /* a stocker dans r4 */
    register unsigned int f;          /* a stocker dans r5 */
    register unsigned int max_ef;     /* a stocker dans r6 */

    e = 5;
    f = 6;

    max_ef = e;
    max_ef = f;

    x = a;
    y = b;
    maxi = &max_ab;
    rmax = x;
    rmax = y;
    *maxi = rmax;

    x = c;
    y = d;
    maxi = &max_cd;
    rmax = x;
    rmax = y;
    *maxi = rmax;
}
```