OSH:TOSL		0x0F	
		0x0E	
		0x0D	
		0x0C	
		0x0B	
		0x0A	
		0x09	
		80x0	
		0x07	
		0x06	Return Address
		0x05	Return Address
		0x04	Return Address
		0x03	Return Address
		0x02	Return Address
		0x01	Return Address
		0x00	Return Address

After seven CALLs or six CALLs and an interrupt, the stack looks like the figure on the left. A series of RETURN instructions will repeatedly place the return addresses into the Program Counter and pop the stack.

STKPTR = 0x06