00030005 <add>:

30005: 55 push %ebp

30006: 89 e5 mov %esp,%ebp //.val = 7ffffc0

30008: 53 push %ebx

30009: 83 ec 24 sub $0x24,%esp

3000c: e8 14 01 00 00 call 30125 <\_\_x86.get\_pc\_thunk.ax>

30011: 05 ef 2f 00 00 add $0x2fef,%eax

30016: 8b 45 08 mov 0x8(%ebp),%eax //0

30019: 89 45 e0 mov %eax,-0x20(%ebp) //0

3001c: 8b 45 0c mov 0xc(%ebp),%eax //0

3001f: 89 45 e4 mov %eax,-0x1c(%ebp) //0

30022: 8b 45 10 mov 0x10(%ebp),%eax//0

30025: 89 45 d8 mov %eax,-0x28(%ebp)//0

30028: 8b 45 14 mov 0x14(%ebp),%eax//0

3002b: 89 45 dc mov %eax,-0x24(%ebp)//0

3002e: 8b 4d e0 mov -0x20(%ebp),%ecx//0

30031: 8b 5d e4 mov -0x1c(%ebp),%ebx//0

30034: 8b 45 d8 mov -0x28(%ebp),%eax//0

30037: 8b 55 dc mov -0x24(%ebp),%edx//0

3003a: 01 c8 add %ecx,%eax

3003c: 11 da adc %ebx,%edx

3003e: 89 45 f0 mov %eax,-0x10(%ebp)

30041: 89 55 f4 mov %edx,-0xc(%ebp)

30044: 8b 45 f0 mov -0x10(%ebp),%eax

30047: 8b 55 f4 mov -0xc(%ebp),%edx

3004a: 83 c4 24 add $0x24,%esp

3004d: 5b pop %ebx

3004e: 5d pop %ebp

3004f: c3 ret

00030050 <main>:

30050: 8d 4c 24 04 lea 0x4(%esp),%ecx

30054: 83 e4 f8 and $0xfffffff8,%esp

30057: ff 71 fc pushl -0x4(%ecx)

3005a: 55 push %ebp

3005b: 89 e5 mov %esp,%ebp

3005d: 57 push %edi

3005e: 56 push %esi

3005f: 53 push %ebx

30060: 51 push %ecx

30061: 83 ec 18 sub $0x18,%esp

30064: e8 c0 00 00 00 call 30129 <\_\_x86.get\_pc\_thunk.si>

30069: 81 c6 97 2f 00 00 add $0x2f97,%esi

3006f: c7 45 e4 00 00 00 00 movl $0x0,-0x1c(%ebp)

30076: c7 45 ec 00 00 00 00 movl $0x0,-0x14(%ebp)

3007d: e9 80 00 00 00 jmp 30102 <main+0xb2>

30082: c7 45 e8 00 00 00 00 movl $0x0,-0x18(%ebp)

30089: eb 6c jmp 300f7 <main+0xa7>

3008b: 8b 45 e8 mov -0x18(%ebp),%eax

3008e: 8b 8c c6 20 00 00 00 mov 0x20(%esi,%eax,8),%ecx

30095: 8b 9c c6 24 00 00 00 mov 0x24(%esi,%eax,8),%ebx

3009c: 8b 45 ec mov -0x14(%ebp),%eax

3009f: 8b 94 c6 24 00 00 00 mov 0x24(%esi,%eax,8),%edx

300a6: 8b 84 c6 20 00 00 00 mov 0x20(%esi,%eax,8),%eax

300ad: 53 push %ebx

300ae: 51 push %ecx

300af: 52 push %edx

300b0: 50 push %eax

300b1: e8 4f ff ff ff call 30005 <add>

300b6: 83 c4 10 add $0x10,%esp

300b9: 89 c1 mov %eax,%ecx

300bb: 89 d3 mov %edx,%ebx

300bd: 8b 45 e4 mov -0x1c(%ebp),%eax

300c0: 8d 50 01 lea 0x1(%eax),%edx

300c3: 89 55 e4 mov %edx,-0x1c(%ebp)

300c6: 8b 94 c6 64 00 00 00 mov 0x64(%esi,%eax,8),%edx

300cd: 8b 84 c6 60 00 00 00 mov 0x60(%esi,%eax,8),%eax

300d4: 89 cf mov %ecx,%edi

300d6: 31 c7 xor %eax,%edi

300d8: 89 7d d8 mov %edi,-0x28(%ebp)

300db: 31 d3 xor %edx,%ebx

300dd: 89 5d dc mov %ebx,-0x24(%ebp)

300e0: 8b 55 d8 mov -0x28(%ebp),%edx

300e3: 8b 4d dc mov -0x24(%ebp),%ecx

300e6: 89 c8 mov %ecx,%eax

300e8: 09 d0 or %edx,%eax

300ea: 85 c0 test %eax,%eax

300ec: 74 06 je 300f4 <main+0xa4>

300ee: b8 01 00 00 00 mov $0x1,%eax

300f3: 82 nemu\_trap

300f4: ff 45 e8 incl -0x18(%ebp)

300f7: 8b 45 e8 mov -0x18(%ebp),%eax

300fa: 83 f8 07 cmp $0x7,%eax

300fd: 76 8c jbe 3008b <main+0x3b>

300ff: ff 45 ec incl -0x14(%ebp)

30102: 8b 45 ec mov -0x14(%ebp),%eax

30105: 83 f8 07 cmp $0x7,%eax

30108: 0f 86 74 ff ff ff jbe 30082 <main+0x32>

3010e: b8 00 00 00 00 mov $0x0,%eax

30113: 82 nemu\_trap

30114: b8 00 00 00 00 mov $0x0,%eax

30119: 8d 65 f0 lea -0x10(%ebp),%esp

3011c: 59 pop %ecx

3011d: 5b pop %ebx

3011e: 5e pop %esi

3011f: 5f pop %edi

30120: 5d pop %ebp

30121: 8d 61 fc lea -0x4(%ecx),%esp

30124: c3 ret

00030125 <\_\_x86.get\_pc\_thunk.ax>:

30125: 8b 04 24 mov (%esp),%eax

30128: c3 ret

00030129 <\_\_x86.get\_pc\_thunk.si>:

30129: 8b 34 24 mov (%esp),%esi

3012c: c3 ret