00030000 <start>:

30000: e9 00 00 00 00 jmp 30005 <main>

00030005 <main>:

30005: 55 push %ebp

30006: 89 e5 mov %esp,%ebp

30008: 53 push %ebx

30009: 83 ec 10 sub $0x10,%esp

3000c: e8 8f 00 00 00 call 300a0 <\_\_x86.get\_pc\_thunk.dx>

30011: 81 c2 ef 2f 00 00 add $0x2fef,%edx //edx=0x33000

30017: c7 45 f0 00 00 00 00 movl $0x0,-0x10(%ebp)

3001e: c7 45 f8 00 00 00 00 movl $0x0,-0x8(%ebp)

30025: eb 48 jmp 3006f <main+0x6a>

30027: c7 45 f4 00 00 00 00 movl $0x0,-0xc(%ebp)

3002e: eb 34 jmp 30064 <main+0x5f>

30030: 8b 45 f8 mov -0x8(%ebp),%eax

30033: 8b 8c 82 20 00 00 00 mov 0x20(%edx,%eax,4),%ecx

3003a: 8b 45 f4 mov -0xc(%ebp),%eax

3003d: 8b 84 82 20 00 00 00 mov 0x20(%edx,%eax,4),%eax

30044: 8d 1c 01 lea (%ecx,%eax,1),%ebx

30047: 8b 45 f0 mov -0x10(%ebp),%eax

3004a: 8d 48 01 lea 0x1(%eax),%ecx

3004d: 89 4d f0 mov %ecx,-0x10(%ebp)

30050: 8b 84 82 40 00 00 00 mov 0x40(%edx,%eax,4),%eax

30057: 39 c3 cmp %eax,%ebx

30059: 74 06 je 30061 <main+0x5c>

3005b: b8 01 00 00 00 mov $0x1,%eax

30060: 82 nemu\_trap

30061: ff 45 f4 incl -0xc(%ebp)

30064: 8b 45 f4 mov -0xc(%ebp),%eax

30067: 83 f8 07 cmp $0x7,%eax

3006a: 76 c4 jbe 30030 <main+0x2b>

3006c: ff 45 f8 incl -0x8(%ebp)

3006f: 8b 45 f8 mov -0x8(%ebp),%eax

30072: 83 f8 07 cmp $0x7,%eax

30075: 76 b0 jbe 30027 <main+0x22>

30077: 83 7d f8 08 cmpl $0x8,-0x8(%ebp)

3007b: 74 06 je 30083 <main+0x7e>

3007d: b8 01 00 00 00 mov $0x1,%eax

30082: 82 nemu\_trap

30083: 83 7d f4 08 cmpl $0x8,-0xc(%ebp)

30087: 74 06 je 3008f <main+0x8a>

30089: b8 01 00 00 00 mov $0x1,%eax

3008e: 82 nemu\_trap

3008f: b8 00 00 00 00 mov $0x0,%eax

30094: 82 nemu\_trap

30095: b8 00 00 00 00 mov $0x0,%eax

3009a: 83 c4 10 add $0x10,%esp

3009d: 5b pop %ebx

3009e: 5d pop %ebp

3009f: c3 ret

000300a0 <\_\_x86.get\_pc\_thunk.dx>:

300a0: 8b 14 24 mov (%esp),%edx

300a3: c3 ret