

56880	de30	rbp
56876	de2c	
56872	de28	
56864	de20	
56856	de18	
56848	de10	rsp

<+27> movl 0x3, 0x1c(rbp)

int num = 3;

56880	de30	rbp
56876	de2c	
56872	de28	
56864	de20	
56856	de18	
56852	de14	3
56848	de10	rsp

<+34> lea -0x1c(rbp), rax  
rax 0x7ffffffde14

<+38> mov rax, -0x18(rbp)

56880	de30	rbp
56876	de2c	
56872	de28	
56864	de20	
56856	de18	0xffffde14
56852	de14	3
56848	de10	rsp

<+42> lea -0x18(rbp), rax  
rax 0xffffde18

<+46> mov rax, -0x10(rbp)

56880	de30	rbp
56876	de2c	
56872	de28	
56864	de20	0xffffde18
56856	de18	0xffffde14
56852	de14	3
56848	de10	rsp

```
<+50> mov -0x1c(rbp), eax
      eax          3
```

```
<+67> callq printf
      num = 3
      printf("*p_num = %d\n", *p_num);
```

```
<+72> mov -0x18(rbp), rax
      rax          0x7ffffffde14
```

```
<+76> mov (rax), eax
      eax          3
```

괄호가 들어가면 포인터 연산이 된다

```
<+92> callq printf
      *p_num = 3
      printf("**pp_num = %d\n", **pp_num);
```

```
<+97> mov -0x10(rbp), rax
      rax          0x7ffffffde18
```

```
<+101> mov (rax), rax
      rax          0x7ffffffde14
```

괄호가 들어가면 포인터 연산이 된다

```
<+104> mov (rax), eax
      eax          3
```

괄호가 들어가면 포인터 연산이 된다

```
<+120> callq printf
      **pp_num = 3
      printf("&num = 0x%x\n", &num);
```

```
<+125> lea -0x1c(rbp), rax
      rax          0x7ffffffde14
```

```
<+144> callq printf
      &num = 0xffffde14
      printf("p_num = 0x%x\n", p_num);
```

```

<+149> mov -0x18(rbp), rax
        rax      0x7fffffffde14

<+168> callq printf
        p_num = 0xffffde14
        printf("&p_num = 0x%x\n", &p_num);

<+173> lea -0x18(rbp), rax
        rax      0x7fffffffde18

<+192> callq printf
        &p_num = 0xffffde18
        printf("pp_num = 0x%x\n", pp_num);

<+197> mov -0x10(rbp), rax
        rax      0x7fffffffde18

<+216> callq printf
        pp_num = 0xffffde18
        printf("&pp_num = 0x%x\n", &pp_num);

<+221> lea -0x10(rbp), rax
        rax      0x7fffffffde20

<+240> callq printf
        &pp_num = 0xffffde20
        return 0;

```