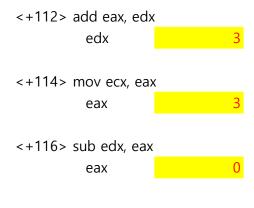
```
56872 0xde28
                    0x00000000
   56868 0xde24
                    0x00007fff
   56864 0xde20
                    rsp
scanf 입력: 6
   56880 0xde30
                    rbp
   56872 0xde28
                    0x00000000
                    0x00007fff
   56868 0xde24
   56864 0xde20
movl 0x1, -0xc(rbp)
   56880 0xde30
                    rbp
   56872 0xde28
                    0x00000000
   56868 0xde24
   56864 0xde20
                              6
<+75> jmp <main + 151>
mov -0x10(rbp), eax
                              6
          eax
cmp eax, -0xc(rbp)
jle <main + 77>
6 >= -0xc(rbp) , -0xc(rbp) 는 6보다 작거나 같으면 점프
mov -0xc(rbp), ecx
                              1
         ecx
movslq ecx, rax
                              1
         rax
shr 0x20, rax
                              0
          rax
<+97> mov ecx, eax
                              1
          eax
```

56880 0xde30

rbp

```
<+116> sub edx, eax
eax = eax - edx, 1 = 1 - 0
         eax
                   0 판정
test eax, eax
                   0 이면 점프
je <+146>
<+122> mov -0xc(rbp), eax
         eax
                              1
         i = 1
         printf("i = \%3d\n", i);
<+144> jmp <main + 147>
addl 0x1, -0xc(rbp)
   56880 0xde30
                    rbp
                    0x00000000
   56872 0xde28
   56868 0xde24
   56864 0xde20
                              6
<+151> mov -0x10(rbp), eax
          eax
cmp eax, -0xc(rbp)
jle <main + 77>
6 >= 2 작거나 같으므로 77로 점프
<+77> mov -0xc, ecx
          ecx
<+114> mov ecx, eax
         eax
```

```
sub edx, eax
test eax, eax (2,2)
je <main + 146>
결과 0 이 아니므로 122 로 이동
mov -0xc(rbp), eax
                              2
          eax
         i = 2
          printf("i = %3d Hn", i);
<+147> addl 0x1, -0xc
   56880 0xde30
                    rbp
   56872 0xde28
                    0x00000000
   56868 0xde24
   56864 0xde20
                              6
mov - 0x10(rbp), eax
          eax
cmp eax, -0xc(rbp)
jle <main + 77>
6 >= 3 작거나 같으므로 77로 점프
mov -0xc(rbp), ecx
          ecx
<+99> sar 0x1f, eax
                              0
         eax
<+104> sub eax (0), esi (1)
          esi
                              1
<+106> mov esi, eax
                              1
          eax
<+108> mov eax, edx
         edx
                              1
<+110> add edx, edx
         edx
                              2
```



test eax, eax (0,0)

je <main + 146> 결과 0 이므로 146 으로 점프

cmp eax, -0xc(rbp) jle <main + 77> 6 >= 4 작거나 같으므로 77로 점프

printf(" $i = \%3d\n$ ", i);