

Search.c	Search.o
int search_char_in_a_stack(char* stack, char c)	jmp b <search_char_in_a_stack+0xb>
while	18 <search_char_in_a_stack+0x18>
(*stack != '\0')	je 18 <search_char_in_a_stack+0x18> test %al,%al
if(*stack == c){ return 1;	add \$0x1,%rdi jne 2 <search_char_in_a_stack+0x2> movzbl (%rdi),%eax
stack++;	retq
return 0;	mov \$0x1,%eax