```
push {r4, r5, r6, r7, lr}
 mov r5, r1
 sub sp, sp, #108 ; 0x6c
 mov r1, #1
 mov r4, r0
 bl 0 <__fcntl64_nocancel>
 cmn r0, #1
 beq 28 <check_one_fd+0x28>
```
| No Jump | Jump |

```
.word 0x00000078
 .word 0x0000000c
 .word 0x00000000
 .word 0x00000103
 .word 0x00000107
```

```
bl 0 <__aeabi_read_tp>
 ldr r3, [pc, #124] ; b0 <check_one_fd+0xb0>
 ldr r3, [pc, r3]
 ldr r3, [r0, r3]
 cmp r3, #9
 bne 20 <check_one_fd+0x20>
```
| No Jump | Jump |

```
cmp r5, #32768 ; 0x8000
 ldreq r0, [pc, #104] ; b4 <check_one_fd+0xb4>
 ldrne r0, [pc, #104] ; b8 <check_one_fd+0xb8>
 mov r1, r5
 mov r2, #0
 moveq r7, #0
 movne r7, #0
 ldreq r6, [pc, #88] ; bc <check_one_fd+0xbc>
 ldrne r6, [pc, #88] ; c0 <check_one_fd+0xc0>
 bl 0 <__open_nocancel>
 cmp r4, r0
 bne ac <check_one_fd+0xac>
```
| No Jump | Jump |

```
mov r1, r4
 mov r2, sp
 mov r0, #3
 bl 0 <__fxstat64>
 cmp r0, #0
 bne ac <check_one_fd+0xac>
```
| No Jump | Jump |

```
ldr r3, [sp, #16]
 and r3, r3, #61440 ; 0xf000
 cmp r3, #8192 ; 0x2000
 bne ac <check_one_fd+0xac>
```
| No Jump | Jump |

```
add r3, sp, #32
 ldm r3, {r2, r3}
 cmp r3, r7
 cmpeq r2, r6
 beq 20 <check_one_fd+0x20>
```
| No Jump | Jump |

```
add sp, sp, #108 ; 0x6c
 pop {r4, r5, r6, r7, pc}
```

```
udf #0
```

check_one_fd