

ERROR ONE:

Line 126:

```
movl %ebp, %esp
```

This should set the base pointer to the location the stack pointer points at in the stack, which is currently the information stored in the base pointer. However, the line instead sets the stack pointer to what the base pointer is pointing at, which is currently nothing.

correction: `movl %esp, %ebp`

ERROR TWO:

Line 6:

```
pushl %esp
```

This should save the current location of the base pointer, but is instead saving the location of the stack pointer.

correction: `pushl %ebp`

ERROR THREE:

Line 8:

```
movl 12(%ebp), %eax
```

This line is putting the second argument of the function into `eax` to compute the square of the first argument. However, there is no second argument and this should be taking the first argument and multiplying it by itself.

correction: `movl 8(%ebp), %eax`

ERROR FOUR:

Line 22:

```
jmp .L4
```

This line is supposed to see if a number is odd, and thus, send it to `L4`, which does prime computations. However, this jump is unconditional, thus causing it to send all values to `L4`.

correction: `jne .L4`

ERROR FIVE:

Line 130:

```
addl $0, %eax
```

This line should be adding four to the pointer to `argv[0]` to get to `argv[1]`, but is instead doing nothing.

correction: `addl $4, %eax`