

```

fibonacci:
push    ebp
mov     ebp, esp
push    ebx
sub     esp, 4
call    x86.get_pc_thunk.ax
add     eax, OFFSET FLAT:_GLOBAL_OFFSET_TABLE_
cmp     DWORD PTR 8[ebp], 0
jne     .L2
mov     eax, 0
jmp     .L3
.L2:
cmp     DWORD PTR 8[ebp], 1
jne     .L4
mov     eax, 1
jmp     .L3
.L4:
mov     eax, DWORD PTR 8[ebp]
sub     eax, 1
sub     esp, 12
push    eax
call    fibo
add     esp, 16
mov     ebx, eax
mov     eax, DWORD PTR 8[ebp]
sub     eax, 2
sub     esp, 12
push    eax
call    fibo
add     esp, 16
add     eax, ebx
.L3:
mov     ebx, DWORD PTR -4[ebp]
leave   mov esp, ebp
ret     pop ebp

```

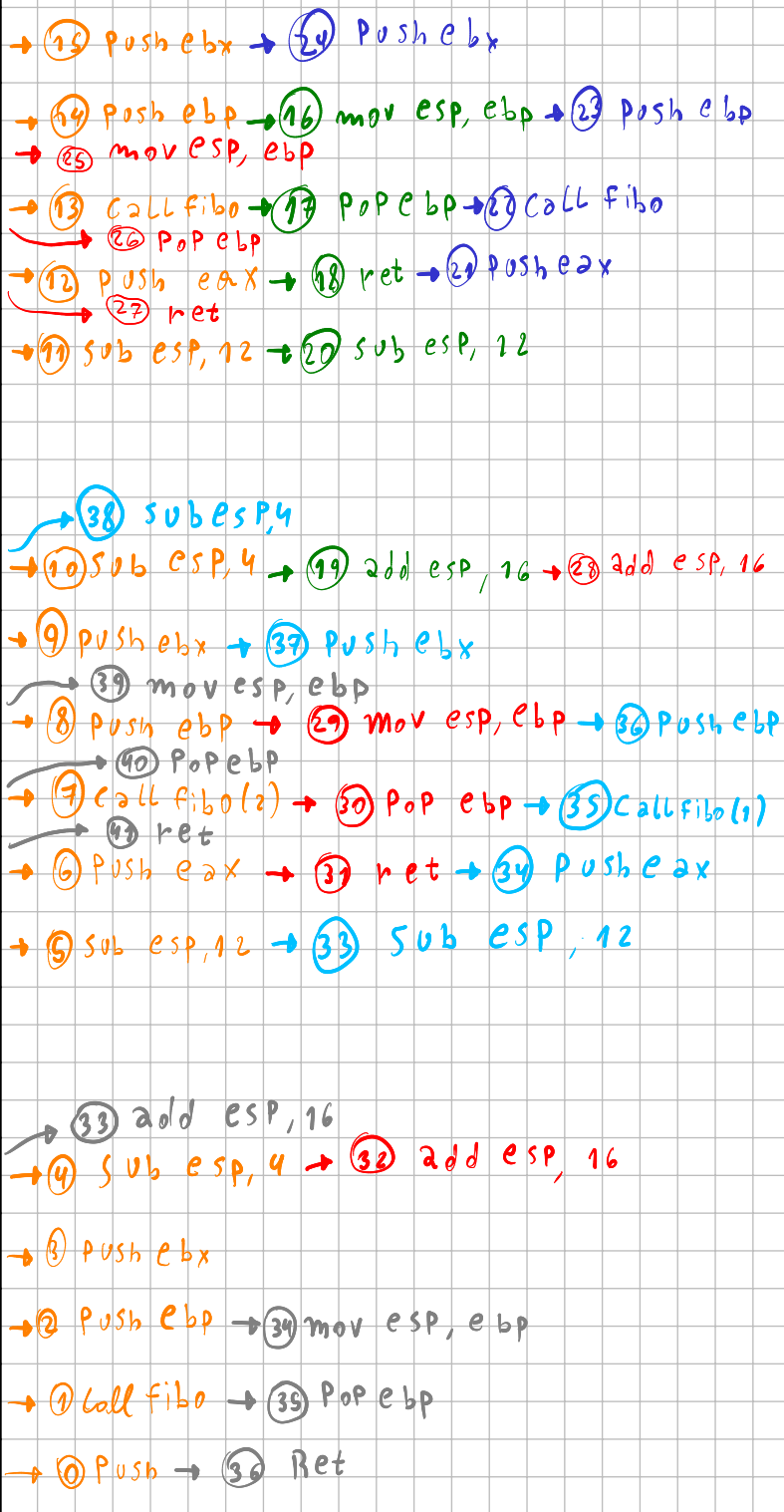
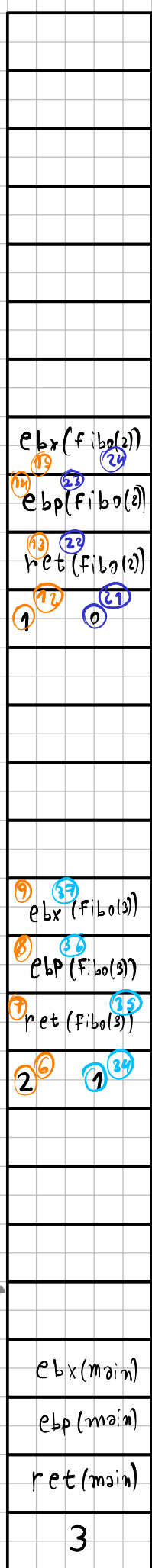
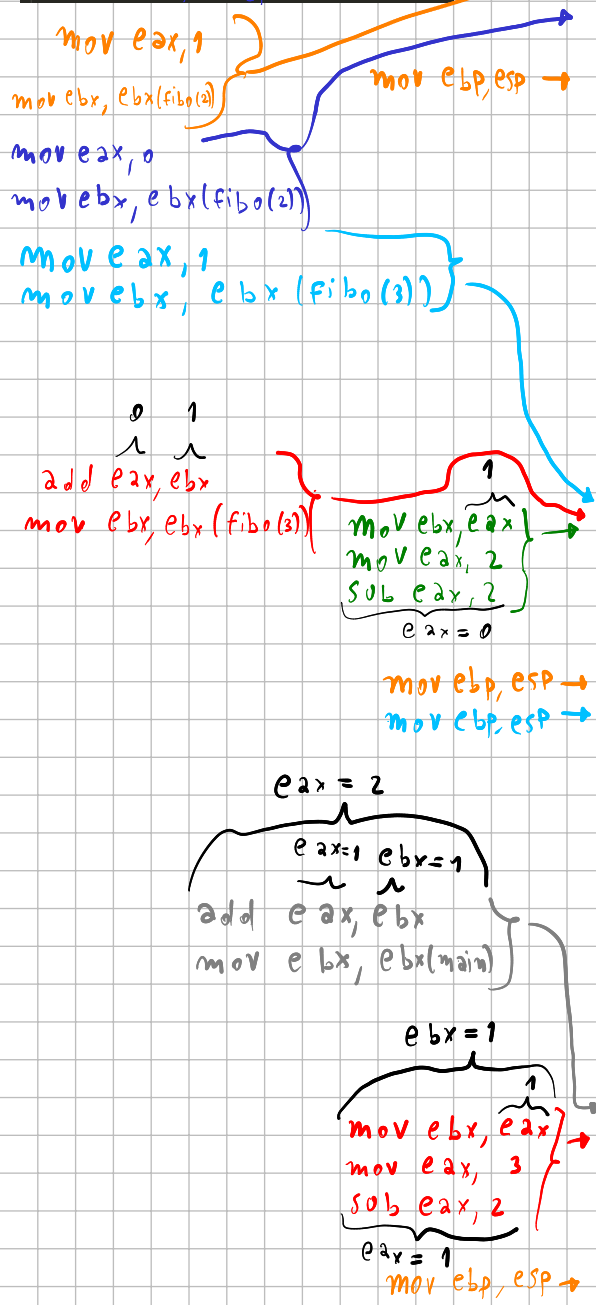
No voy a tener en cuenta las llamadas a get.pc.thunk  
ni el add eax offset FLAT:\_GLOBAL\_OFFSET\_TABLE\_

# Codigo en C

```

unsigned int fibo(unsigned int input){
    if (input==0){
        return 0;
    }else if (input==1){
        return 1;
    }
    return fibo(input-1)+fibo(input-2);
}

```



1byte