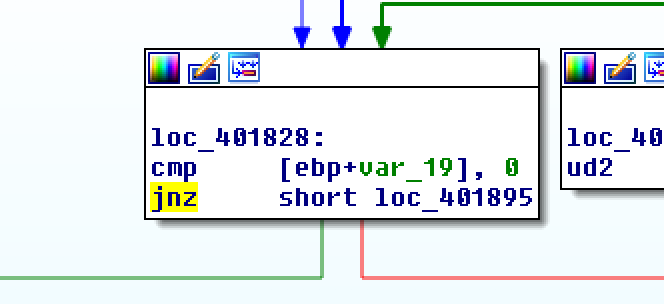
Song Yang (sy540)

Xin Yang (xy213)

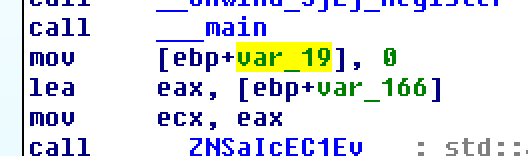
Zhuohang Li (zl299)

**Homework7**

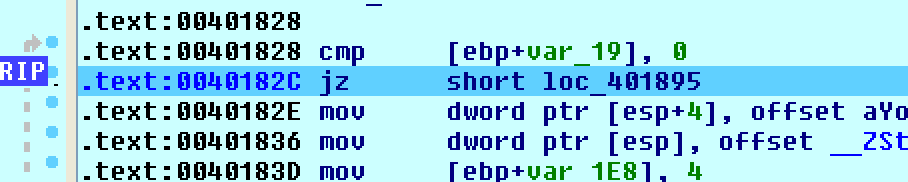
1.We first found that before the program goes into the password section, it will compare var\_19 with 0, if they are equal, then let user input password.



var\_19 is initially assigned with 0, so every time the program runs it will ask for password.



So to get rid of the password, we can simply change this instruction from “jnz short loc\_401895” to “jz short loc\_401895”:



And we run the program again. This time, we are able to play the game without typing the password.

