0x5655560c <switchCase> push %ebp

0x5655560d <switchCase+1> mov %esp,%ebp

0x5655560f <switchCase+3> sub $0x10,%esp

0x56555612 <switchCase+6> call 0x565556a0 <\_\_x86.get\_pc\_thunk.ax>

0x56555617 <switchCase+11> add $0x19bd,%eax

0x5655561c <switchCase+16> movl $0x0,-0x4(%ebp)

0x56555623 <switchCase+23> mov 0x8(%ebp),%edx

0x56555626 <switchCase+26> sub $0x3,%edx

0x56555629 <switchCase+29> cmp $0xa,%edx

0x5655562c <switchCase+32> ja 0x5655568e <switchCase+130>

0x5655562e <switchCase+34> shl $0x2,%edx

0x56555631 <switchCase+37> mov -0x1880(%edx,%eax,1),%edx

0x56555638 <switchCase+44> add %edx,%eax

0x5655563a <switchCase+46> jmp \*%eax

0x5655563c <switchCase+48> mov 0x8(%ebp),%eax

0x5655563f <switchCase+51> sar %eax

0x56555641 <switchCase+53> mov %eax,-0x4(%ebp)

0x56555644 <switchCase+56> jmp 0x56555695 <switchCase+137>

0x56555646 <switchCase+58> mov 0x8(%ebp),%eax

0x56555649 <switchCase+61> add %eax,%eax

0x5655564b <switchCase+63> sub $0x3,%eax

0x5655564e <switchCase+66> mov %eax,-0x4(%ebp)

0x56555651 <switchCase+69> jmp 0x56555695 <switchCase+137>

0x56555653 <switchCase+71> mov 0x8(%ebp),%eax

0x56555656 <switchCase+74> lea 0x3(%eax),%edx

0x56555659 <switchCase+77> test %eax,%eax

0x5655565b <switchCase+79> cmovs %edx,%eax

0x5655565e <switchCase+82> sar $0x2,%eax

0x56555661 <switchCase+85> add $0x1,%eax

0x56555664 <switchCase+88> mov %eax,-0x4(%ebp)

0x56555667 <switchCase+91> jmp 0x56555695 <switchCase+137> 0x56555669 <switchCase+93> mov 0x8(%ebp),%edx

0x5655566c <switchCase+96> mov %edx,%eax

0x5655566e <switchCase+98> add %eax,%eax

0x56555670 <switchCase+100> add %edx,%eax

0x56555672 <switchCase+102> add $0x5,%eax

0x56555675 <switchCase+105> mov %eax,-0x4(%ebp)

0x56555678 <switchCase+108> jmp 0x56555695 <switchCase+137>

0x5655567a <switchCase+110> mov 0x8(%ebp),%eax

0x5655567d <switchCase+113> mov %eax,%edx

0x5655567f <switchCase+115> shr $0x1f,%edx

0x56555682 <switchCase+118> add %edx,%eax

0x56555684 <switchCase+120> sar %eax

0x56555686 <switchCase+122> sub $0x6,%eax

0x56555689 <switchCase+125> mov %eax,-0x4(%ebp)

0x5655568c <switchCase+128> jmp 0x56555695 <switchCase+137>

0x5655568e <switchCase+130> mov 0x8(%ebp),%eax

0x56555691 <switchCase+133> mov %eax,-0x4(%ebp)

0x56555694 <switchCase+136> nop

0x56555695 <switchCase+137> mov 0x8(%ebp),%eax

0x56555698 <switchCase+140> add %eax,-0x4(%ebp)

0x5655569b <switchCase+143> mov -0x4(%ebp),%eax

0x5655569e <switchCase+146> leave

0x5655569f <switchCase+147> ret