

```
#include <stdio.h>
#include <stdlib.h>

#define TAM 32

int calcula(unsigned n)
{
    int c;
    unsigned vector[TAM], result=0;
    for (c = 0; c < TAM; c++) {
        vector[c]= rand()%n + 1;
        // printf("%d :", vector[c]);
    }
    for (c = 0; c < TAM; c++)
        result+=vector[c];
    return result/TAM;
}

int main() {
    unsigned n;

    printf("Introduza gama de valores [1,N]\n");
    scanf("%u", &n);

    printf("\n Media: %d \n", calcula (n));
    return 0;
}
```

--executável com -O0 após desmontagem em gdb--

```
...
0x080483f4 <calcula>:
0x080483f4: push    %ebp
0x080483f5: mov     %esp,%ebp
0x080483f7: push    %ebx
0x080483f8: sub     $0xa4,%esp
0x080483fe: movl    $0x0,-0x9c(%ebp)
0x08048408: movl    $0x0,-0xc(%ebp)
0x0804840f: cmpl    $0x1f,-0xc(%ebp)
0x08048413: jle     0x8048417
0x08048415: jmp     0x8048438
0x08048417: mov     -0xc(%ebp),%ebx
0x0804841a: call    0x8048328 <rand@plt>
0x0804841f: mov     $0x0,%edx
0x08048424: divl    0x8(%ebp)
0x08048427: lea     0x1(%edx),%eax
0x0804842a: mov     %eax,-0x98(%ebp,%ebx,4)
0x08048431: lea     -0xc(%ebp),%eax
0x08048434: incl    (%eax)
0x08048436: jmp     0x804840f
0x08048438: movl    $0x0,-0xc(%ebp)
0x0804843f: cmpl    $0x1f,-0xc(%ebp)
0x08048443: jle     0x8048447
0x08048445: jmp     0x8048460
0x08048447: mov     -0xc(%ebp),%eax
0x0804844a: mov     -0x98(%ebp,%eax,4),%edx
0x08048451: lea     -0x9c(%ebp),%eax
0x08048457: add     %edx,(%eax)
0x08048459: lea     -0xc(%ebp),%eax
0x0804845c: incl    (%eax)
0x0804845e: jmp     0x804843f
0x08048460: mov     -0x9c(%ebp),%eax
0x08048466: shr     $0x5,%eax
0x08048469: add     $0xa4,%esp
0x0804846f: pop     %ebx
0x08048470: leave
0x08048471: ret
```

```
--executável com -O2 após desmontagem em gdb--
...
08048424 <calcula>:
8048424: 55      push    %ebp
8048425: 89 e5   mov     %esp,%ebp
8048427: 57      push    %edi
8048428: 56      push    %esi
8048429: 53      push    %ebx
804842a: 81 ec 8c 00 00 00 sub     $0x8c,%esp
8048430: 8b 7d 08 mov     0x8(%ebp),%edi
8048433: 31 f6   xor     %esi,%esi
8048435: 31 db   xor     %ebx,%ebx
8048437: 90      nop
8048438: e8 1b ff ff ff call    8048358 <rand@plt>
804843d: 31 d2   xor     %edx,%edx
804843f: f7 f7   div     %edi
8048441: 42      inc     %edx
8048442: 89 94 9d 68 ff ff ff mov     %edx,-0x98(ebp,%ebx,4)
8048449: 43      inc     %ebx
804844a: 83 fb 1f cmp     $0x1f,%ebx
804844d: 7e e9   jle     8048438
804844f: 31 db   xor     %ebx,%ebx
8048451: 8d 76 00 lea     0x0(%esi),%esi
8048454: 03 b4 9d 68 ff ff ff add     -0x98(ebp,%ebx,4),%esi
804845b: 43      inc     %ebx
804845c: 83 fb 1f cmp     $0x1f,%ebx
804845f: 7e ??   jle     8048454
8048461: 81 c4 8c 00 00 00 add     $0x8c,%esp
8048467: c1 ee 05 shr     $0x5,%esi
804846a: 5b      pop     %ebx
804846b: 89 f0   mov     %esi,%eax
804846d: 5e      pop     %esi
804846e: 5f      pop     %edi
804846f: c9      leave
8048470: c3      ret
```

---- execução do programa com breakpoints ----
 ---- (executável com -O2) -----

```
...
(gdb) run
Starting program: ...
Introduza a gama de valores [1,N]
20
----- paragem num breakpoint -----
(gdb) info reg
eax                0x55ecd2e          90098990
ecx                0x7d4308          8209160
edx                0x3              3
ebx                0x0              0
esp                0xbfffea9a0       0xbfffea9a0
ebp                0xbfffea38       0xbfffea38
esi                0x0              0
edi                0x14             20
eip                0x8048451         0x8048451
eflags             0x246             [ PF ZF IF ]
...

(gdb) x/36xw $ebp-0xa0
0xbfffea998: 0xbfffea38 0x0804843d
0xbfffea999: 0x00000004 0x00000007
0xbfffea9a0: 0x00000012 0x00000010
0xbfffea9a1: 0x0000000e 0x00000010
0xbfffea9b8: 0x00000007 0x0000000d
0xbfffea9b9: 0x0000000a 0x00000002
0xbfffea9c8: 0x00000003 0x00000008
0xbfffea9c9: 0x0000000b 0x00000014
0xbfffea9d8: 0x00000004 0x00000007
0xbfffea9d9: 0x00000001 0x00000007
0xbfffea9e8: 0x0000000d 0x00000011
0xbfffea9e9: 0x0000000c 0x00000009
0xbfffea9f8: 0x00000008 0x0000000a
0xbfffea9f9: 0x00000003 0x0000000b
0xbfffea08: 0x00000003 0x00000004
0xbfffea09: 0x00000008 0x00000010
0xbfffea18: 0x0000000a 0x00000003
0xbfffea19: 0x007d4420 0x080485e0

(gdb) x/6xw $ebp-12
0xbfffea2c: 0x007d3ff4 0x00573ca0
0xbfffea2d: 0x00000000 0xbfffea58
0xbfffea3c: 0x080484a3 0x00000014
```