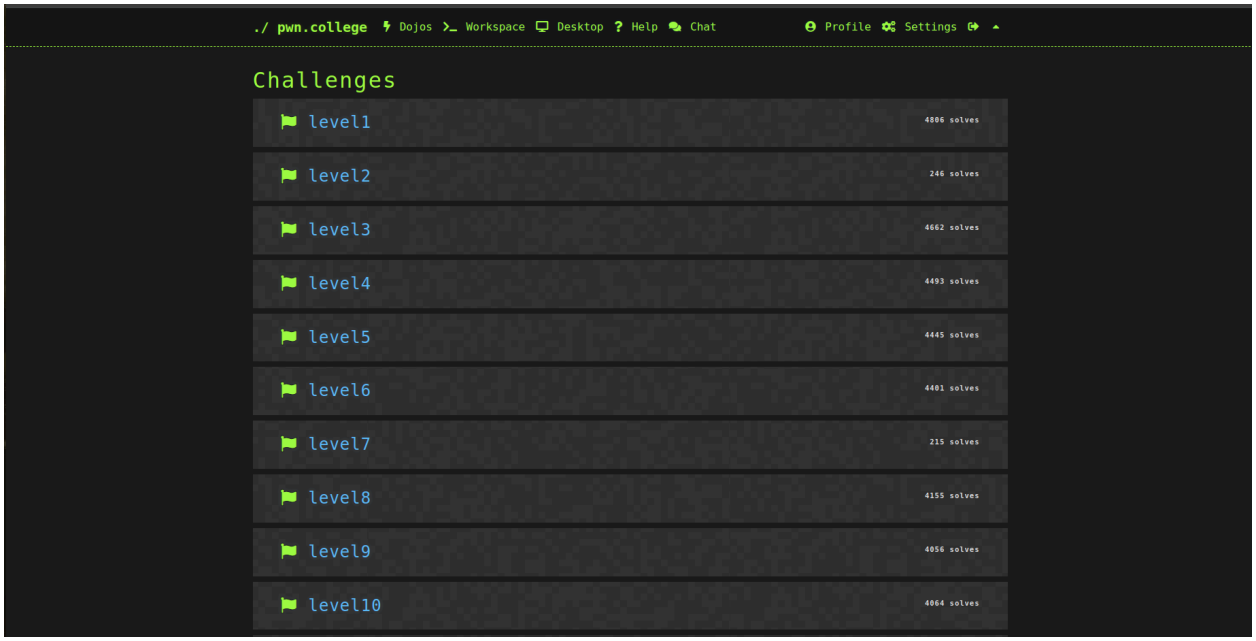
-> i used the workspace

-> the above code combined w the individual codes were saved as asm.S and the one-liner code was run in the terminal to obtain the flags

Pwn challenges

Beginning code:
.global _start
_start:
  .intel_syntax noprefix



level 1

mov rdi, 0x1337

level 2

mov rax, 0x1337
mov r12, 0xCAFED00D1337BEEF
mov rsp, 0x31337

level 3

add rdi, 0x331337

level 4

imul rdi, rsi
add rdi, rdx
mov rax, rdi

level 5

mov rax, rdi; div rsi

level 6

mov rax, rdi
div, rsi
mov rax, rdx

level 7

mov ah, 0x42

level 8

mov al, dil
mov bx, si

level 9

```
shl rdi, 24
shr rdi, 56
mov rax, rdi
```

level 10

```
and rax, rdi
and rax, rsi
```

Try coding a simple “Hello world” program using assembly language

```
global _start

section .text

_start:
  mov rax, 1
  mov rdi, 1
  mov rsi, msg
  mov rdx, msglen
  syscall

  mov rax, 60
  mov rdi, 0
  syscall

section .rodata
  msg: db "Hello, world!",10
  msglen: equ $ - msg
```