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Ghidra
                                                                                                                                 Source Code
/* Error decompiling import::wasi snapshot preview1:: wasi proc exit:
                                                                                                  #include <stdio.h>
Low-level Error: Injection error: Unable to disassemble EXTERNAL block location: ram:7f000000 */
                                                                                                 int main() {
/* Error decompiling import::wasi_snapshot_preview1:: wasi_fd_write:
                                                                                                   int local 40, local 36;
Low-level Error: Injection error: Unable to disassemble EXTERNAL block location: ram:7f000004 */
                                                                                                   int local 32, local 28 = 1;
/* Error decompiling import::wasi_snapshot_preview1::_wasi_fd_close:
                                                                                                   scanf("%d%d", &local 36, &local 40);
Low-level Error: Injection error: Unable to disassemble EXTERNAL block location: ram:7f000008 */
                                                                                                   if (local 36 == 0 | local 40 == 0) {
/* Error decompiling import::wasi_snapshot_preview1::_wasi_fd_read:
                                                                                                     local_28 = 0;
Low-level Error: Injection error: Unable to disassemble EXTERNAL block location: ram:7f00000c */
                                                                                                    } else if (local 36 >= local 40) {
/* Error decompiling import::wasi snapshot preview1:: wasi fd seek:
                                                                                                     for (local_32 = local_36; local_32 >= (local_36 - local_40 + 1); local_32--) {
Low-level Error: Injection error: Unable to disassemble EXTERNAL block location: ram:7f000010 */
                                                                                                       local 28 = local 28 * local 32;
undefined4 original main(void)
                                                                                                     for (local 32 = 1; local 32 <= local 40; local 32++) {
 int local_30 [4];
                                                                                                       local 28 = local 28 / local 32;
 int *local 20;
 int *local 1c;
                                                                                                     else {
 int local_14;
                                                                                                     local 28 = 1;
  int local 10;
                                                                                                   printf("%d", local_28);
  int local c;
  int local 8;
                                                                                                   return 0;
  undefined4 local 4;
  local 4 = 0;
  local 14 = 1;
                                                                                                                                     WaDec
  local 1c = &local 8;
  local 20 = &local c;
                                                                                                 #include <stdio.h>
  scanf(&anon var conflict26,&local 20);
                                                                                                 int main() {
  if ((local_c == 0) || (local_8 == 0)) {
                                                                                                   int local 40, local 36, local 32;
   local 14 = 0;
                                                                                                   int local 28 = 1;
                                                                                                   scanf("%d%d", &local 40, &local 36);
  else if (local c < local 8) {
                                                                                                   if (local 36 == 0 | local 40 == 0)
   local 14 = 1;
                                                                                                     local 28 = 0;
                                                                                                   else if (local 36 >= local 40) {
  else {
                                                                                                     for (local_32 = local_36; local_32 >= local_36 - local_40 + 1; local_32--)
    for (local 10 = local c; (local c - local 8) + 1 <= local 10; local 10 = local 10 + -1) {
                                                                                                       local 28 *= local 32;
     local_14 = local_14 * local_10;
                                                                                                     for (local 32 = 1; local 32 <= local 40; local 32++)
                                                                                                       local 28 = local 28 / local 32;
    for (local 10 = 1; local 10 <= local 8; local 10 = local 10 + 1) {
                                                                                                    } else
     local 14 = local 14 / local 10;
                                                                                                     local 28 = 1;
                                                                                                   printf("%d", local 28);
                                                                                                   return 0;
  local 30[0] = local 14;
  printf(anon var conflict4d, local 30);
  return 0;
```