

```

1 0x15d9: add dword ptr [rbp - 8], 1          # for(row = 0;row<SIZE;row|+|+){
2 MEMORY OFFSET:      -0x8
3 TYPE:> [ int ]
4
5 0x15dd: cmp dword ptr [rbp - 8], 2          # for(row = 0;row|<|SIZE;row++){
6 MEMORY OFFSET:      -0x8
7 TYPE:> [ int ]
8
9 0x15e1: jle 0x1588
10 0x15e3: mov dword ptr [rbp - 4], 0          # for(col |= 0 ; col < SIZE ; col++){
11 MEMORY OFFSET:      -0x4
12 TYPE:> [ int ]
13
14 0x15ea: jmp 0x1641          # |f|or(col = 0 ; col < SIZE ; col++){
15 0x15ec: mov dword ptr [rbp - 8], 0          # for(row |= 0 ; row < SIZE ; row++){
16 MEMORY OFFSET:      -0x8
17 TYPE:> [ int ]
18
19 0x15f3: jmp 0x1634          # |f|or(row = 0 ; row < SIZE ; row++){
20 0x15f5: mov rsi, qword ptr [rbp - 0x18]      # if(boardrec->board[row][|col] == player){
21 MEMORY OFFSET:      -0x18
22 TYPE:> [ array_char ]
23
24 0x15f9: mov eax, dword ptr [rbp - 4]
25 MEMORY OFFSET:      -0x4
26 TYPE:> [ int ]

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