```
1  0x15d9: add dword ptr [rbp - 8], 1          #       for(row = 0;row<SIZE;row|+|+){
2  MEMORY OFFSET:      -0x8
3  TYPE:>  [ int ]

5  0x15dd: cmp dword ptr [rbp - 8], 2          #       for(row = 0;row|<|SIZE;row++){
6  MEMORY OFFSET:      -0x8
7  TYPE:>  [ int ]

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 ]

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 ]

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 ]

24 0x15f9: mov eax, dword ptr [rbp - 4]
25 MEMORY OFFSET:      -0x4
26 TYPE:>  [ int ]
```