Phase 3 is about giving two integer in which If the two integers are correct than the phase_3 bomb will be defuse. For that:

The procedure are all same where we have to start with gdb bomb and give break point for phase_3 and give answer for phase 1 and 2 and in third we

can give any random two integers for now.

Out here we have to look at line <33> where there is callq function and it calls "scanf" where we can look at the line above it at line <28> in which we can see that there is one hex address. So we can write "x/s the hex number" which will help us getting how much input is required in phase_3 that is two integers. As found that the inputs are two integers as there is two ""%d" "od".

Now lets go on and see the comparison code in the line <33> where we have to compare (1 and %eax). From there we can move to line <38> by commanding "until* address", after that we don't know the value of eax so we can find it with the help of information register.

In line <38> it compares (1 and %eax) and the line below that states a function which says jg(it is unsigned and it jump if greater than). We can figure out that if the input is less than 1 the bomb will get blast. So the first digit should be greater than or equal to 1. After that it will move to line <41> and call the "jg" function. After that the jg function will move to line <48> where it compares (7 and %rsp) .Out here, if the value of rsp is greater than 7 than the function will move to the line<113> and the bomb will get blast. From here we can know that the first input should be greater than or equal to 1 and less than or equal to 7.

Lets us run the program and give the first input as any number from range (1-7) since the number should be greater than or equal to 1 and less than or equal to 7.

We still have to find the second integer and we need to go to the first compare function at line <38> from there it will compare the given user input integer with 1. If it is greater than or equal to 1 it will move to the next function which is jg(jump if greater than or equals to) at line<41>. From there it will move to line <48>. There we have to compare our input with 7, where it will check if the number is less than or equal to 7. And if the number is greater than 7 it will go to next line and the boob will get blast. But as our input is less than 7 so it will move to line <54>. Now we will now go to the next compare function at line <+130> and now lets check there value in information register we get the second integer input, since the second input is be stored in the %eax register.

```
| Part |
```

Here in above picture we can see that for the first input 2 we get the second input as 798.

```
.eh_frame
.init_array
.ffini_array
.jcr
.dynamtc
.got.plt
.data
.comment
.debug_aranges
.debug_aranges
.debug_abbrev
.debug_abbrev
.debug_str
.debug_str
.debug_str
.debug_str
.debug_line
.debug_line
.debug_line
.debug_line
.debug_line
.debug_line
.debug_str
.debug_line
```

when we try to put 2 and 798 to see if the bomb will be diffused or not.

In phase_3 it accepts the first inputs in the range of (1-7) so therefore we can give any first input in the range (1-7) in which there will be different first input, there will be different second input.

For First input 1 The second input is 198

```
| Part |
```

For First input 3 The second input is 655

```
Actions | Personal | Property | P
```

```
| The continue | Proposition |
```

