

```
int printf (const char *format
    ↪ , ...);

int global_init_var = 84;
int global_uninit_var;

void func1(int i) {
    printf("%d\n", i);
}

int main(void) {
    static int static_var =
        ↪ 85;
    static int static_var2;
    int a = 1;
    int b;
    func1(static_var +
        ↪ static_var2 + a + b)
        ↪ ;
    return a;
}
```

```
main.o:      file format elf64-
    ↪ x86-64

Contents of section .text:
0000 f30f1efa 554889e5 4883ec10
    ↪ 897dfc8b
0010 45fc89c6 488d3d00 000000b8
    ↪ 00000000
0020 e8000000 0090c9c3 f30f1efa
    ↪ 554889e5
0030 4883ec10 c745f801 0000008b
    ↪ 15000000
0040 008b0500 00000001 c28b45f8
    ↪ 01c28b45
0050 fc01d089 c7e80000 00008b45
    ↪ f8c9c3
Contents of section .data:
0000 ↪ 54000000 55000000
Contents of section .rodata:
0000 25640a00
.....

Disassembly of section .text:

0000000000000000 <func1>:
  0:  f3 0f 1e fa
    ↪ endbr64
  4:  55
    ↪ push    %rbp
  5:  48 89 e5
    ↪ mov     %rsp,%rbp
  8:  48 83 ec 10
    ↪ sub     $0x10,%rsp
 c:  89 7d fc
    ↪ mov     %edi,-0x4(%rbp)
 f:  8b 45 fc
    ↪ mov     -0x4(%rbp),%eax
12:  89 c6
    ↪ mov     %eax,%esi
14:  48 8d 3d 00 00 00 00
    ↪ lea     0x0(%rip),%rdi
    ↪ # 1b <func1+0x1b>
1b:  b8 00 00 00 00
    ↪ mov     $0x0,%eax
20:  e8 00 00 00 00
    ↪ call    25 <func1+0x25>
25:  90
    ↪ nop
26:  c9
    ↪ leave
27:  c3
    ↪ ret

0000000000000028 <main>:
28:  f3 0f 1e fa
    ↪ endbr64
2c:  55
    ↪ push    %rbp
2d:  48 89 e5
    ↪ mov     %rsp,%rbp
30:  48 83 ec 10
    ↪ sub     $0x10,%rsp
34:  c7 45 f8 01 00 00 00
    ↪ movl    $0x1,-0x8(%rbp)
3b:  8b 15 00 00 00 00
    ↪ mov     0x0(%rip),%edx
    ↪ # 41 <main+0x19>
41:  8b 05 00 00 00 00
    ↪ mov     0x0(%rip),%eax
    ↪ # 47 <main+0x1f>
47:  01 c2
    ↪ add     %eax,%edx
49:  8b 45 f8
    ↪ mov     -0x8(%rbp),%eax
4c:  01 c2
    ↪ add     %eax,%edx
4e:  8b 45 fc
    ↪ mov     -0x4(%rbp),%eax
51:  01 d0
    ↪ add     %edx,%eax
53:  89 c7
    ↪ mov     %eax,%edi
55:  e8 00 00 00 00
    ↪ call    5a <main+0x32>
5a:  8b 45 f8
    ↪ mov     -0x8(%rbp),%eax
5d:  c9
    ↪ leave
5e:  c3
    ↪ ret
```