```c
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
```