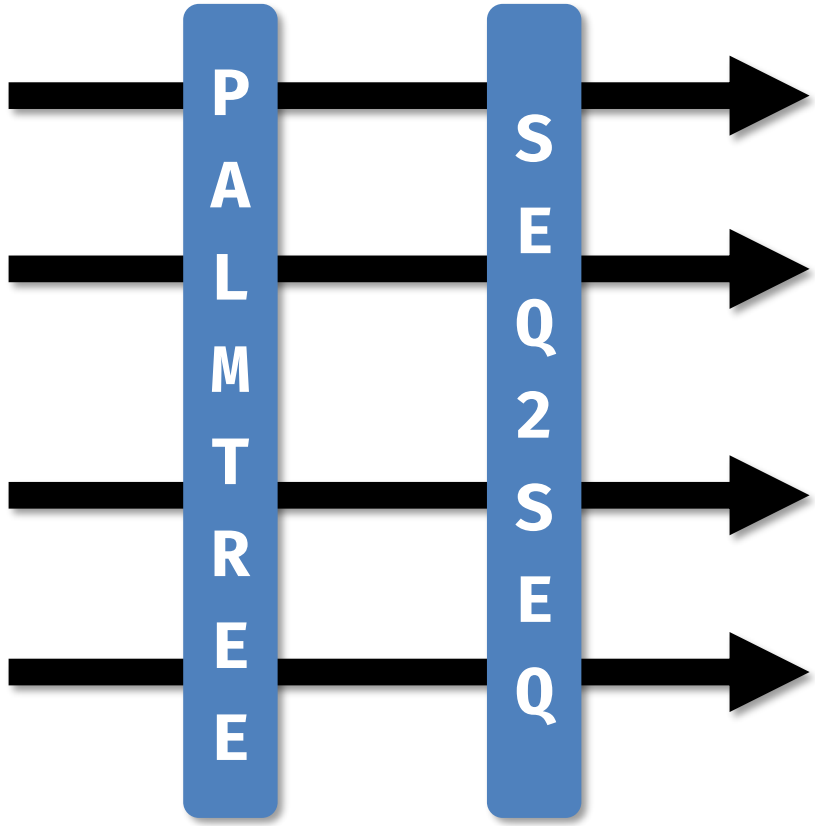
```
endbr64
push rbp
mov rbp rsp

mov [ rbp - 0x10 ] 0x2a

mov edx [ rbp - 0x10 ]
mov eax [ rbp - 0x10 ]
imul eax edx
sub eax 0x5
mov [ rbp - 0xc ] eax

mov edx [ rbp - 0x10 ]
mov eax [ rbp - 0xc ]
and eax edx
mov [ rbp - 0x8 ] eax

mov eax [ rbp - 0x8 ]
add eax 0x1
mov [ rbp - 0x4 ] eax

mov eax 0x0
pop rbp
ret
```




```
VAR = NUM ;

VAR = ( ( VAR * VAR ) - NUM ) ;

VAR = ( VAR & VAR ) ;

VAR = ( VAR + NUM ) ;
```