

Disassemble Practice

.code32

LC0:

.ascii "%d\12\0"

_main: .global _main

LFB6:

```
    pushl   %ebp
    movl    %esp, %ebp
    andl    $-16, %esp
    subl    $32, %esp
    movl    12(%ebp), %eax
    addl    $4, %eax
    movl    (%eax), %eax
    movl    %eax, (%esp)
    call    _atoi
    movl    %eax, 24(%esp)
    movl    $0, 28(%esp)
    jmp     L2
```

L3:

```
    movl    28(%esp), %eax
    movl    %eax, 4(%esp)
    movl    $LC0, (%esp)
    call    _printf
    addl    $1, 28(%esp)
```

L2:

```
    movl    28(%esp), %eax
    cmpl    24(%esp), %eax
    jl      L3
    movl    $0, %eax
    leave
    ret
```