

Hand Disassemble

```
int y = 0xFACE;
int z = 0xCAFE;

int main(void) {
    static int x;
    int a = _____
    int b = _____
    int c = _____
    int *ptr = _____
    *ptr = _____
    x += _____

    return 0;
}
```

Hand Disassemble

```
movl    y(%rip), %edx
movl    z(%rip), %eax
addl    %edx, %eax
movl    %eax, -4(%rbp)

movl    z(%rip), %eax
subl    -4(%rbp), %eax
movl    %eax, -8(%rbp)

movl    -8(%rbp), %eax
addl    $5, %eax
movl    %eax, -12(%rbp)

movq    $y, -24(%rbp)

movl    -4(%rbp), %eax
movl    -8(%rbp), %edx
addl    %eax, %edx
movq    -24(%rbp), %rax
movl    %edx, (%rax)

movl    x.1726(%rip), %edx
movl    -8(%rbp), %eax
addl    %edx, %eax
movl    %eax, x.1726(%rip)
```