Hand Disassemble

```c
int y = 0xFACE;

int z = 0xCAFE;


int main(void) {

    static int x;

    int a = _____

    int b = _____

    int c = _____

    int *ptr = _____

    *ptr = _____

    x += _____


    return 0;
}
```

```asm
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)
```

http://git.io/HandDisassemble