

```
; Attributes: bp-based frame  
public validate_code  
validate_code proc near  
  
c= byte ptr -9  
buffer= dword ptr 8  
  
push    ebp  
mov     ebp, esp  
sub    esp, 18h  
mov     [ebp+c], 2Bh  
mov     ds:i, 0  
jmp     short loc_8048815
```

```
loc_8048815:  
mov    eax, ds:i  
mov    edx, eax  
mov    eax, [ebp+buffer]  
add    eax, edx  
movzx  eax, byte ptr [eax]  
test   al, al  
jnz    short loc_80487F2
```

```
cmp    [ebp+c], 0  
jz     short loc_8048840
```

```
loc_80487F2:  
mov    eax, ds:i  
lea    edx, [eax+1]  
mov    ds:i, edx  
mov    edx, eax  
mov    eax, [ebp+buffer]  
add    eax, edx  
movzx  eax, byte ptr [eax]  
mov    edx, eax  
movzx  eax, [ebp+c]  
add    eax, edx  
mov    [ebp+c], al
```

```
sub    esp, 0Ch  
push   offset aInvalidLaunch ; "INVALID LAUNCH CODE"  
call   die  
add    esp, 10h  
jmp    short loc_8048850
```

```
loc_8048840:  
sub    esp, 0Ch  
push   offset aLaunchCodeAcce ; "Launch code accepted, processing..."  
call   _puts  
add    esp, 10h
```

```
loc_8048850:  
mov    eax, ds:stdout@@GLIBC_2_0  
sub    esp, 0Ch  
push   eax  
call   _fflush  
add    esp, 10h  
leave  
retn  
validate_code endp
```