

```
; Attributes: bp-based frame

; int __cdecl main(int argc, const char **argv, const char **envp)
public main
main proc near

buffer= byte ptr -5Ch
bytes_read= dword ptr -0Ch
var_4= dword ptr -4
argc= dword ptr 8
argv= dword ptr 0Ch
envp= dword ptr 10h

lea    ecx, [esp+4]
and   esp, 0FFFFFFF0h
push  dword ptr [ecx-4]
push  ebp
mov   ebp, esp
push  ecx
sub   esp, 64h
sub   esp, 0Ch
push  offset aStateYourCase_ ; "State your case."
call  _puts
add   esp, 10h
mov   eax, ds:_bss_start
sub   esp, 0Ch
push  eax
call  _fflush
add   esp, 10h
sub   esp, 4
push  4Fh
lea    eax, [ebp+buffer]
push  eax
push  0
call  _read
add   esp, 10h
mov   [ebp+bytes_read], eax
cmp   [ebp+bytes_read], 0
js    short loc_804858F
```

```
mov    eax, used
mov    ds:arg, eax
lea    edx, [ebp+buffer]
mov    eax, [ebp+bytes_read]
add    eax, edx
mov    byte ptr [eax], 0
sub    esp, 0Ch
lea    eax, [ebp+buffer]
push   eax
call  _printf
add   esp, 10h
mov   eax, ds:arg
sub   esp, 0Ch
push   eax
call  _system
add   esp, 10h
mov   eax, ds:_bss_start
sub   esp, 0Ch
push   eax
call  _fflush
add   esp, 10h
```

```
loc_804858F:
mov    eax, 0
mov    ecx, [ebp+var_4]
leave
lea    esp, [ecx-4]
ret
main endp
```