

Phase 2 reads six numbers from the input string using `sscanf`. If there are less than 6 numbers, the bomb explodes. Then, the phase checks if these six is defused, else the bomb explodes.

1. There is a function **sub\_8048B48**, which start the phase 2.

Inside the loop we see that there is two another function calls i.e, **sub\_8048FD8** and **sub\_8048B6E**

2. We analyse each function separately,

when we call **sub\_8048FD8**, we enter into that function, we see that the stack frame is created and coming down we see a call `_scanf` used to input data, which pushes the offset which contains `%d` printed 6 times. So we can say that the input would be 6 digits.

3. When we analyse the function, we see at location **08049007** there is `cmp eax, 5` i.e, comparing the 6 values, If the `cmp` is correct with the entered number of digits, then it performs a `jump greater` to the location **loc\_8049011**, else it will call the function **sub\_80494FC(explode function)** which prints that the bomb has exploded.

4. Now again coming back into **sub\_8048FD8** we see a comparison `[ebp+var_18], 1`. which is a stack address which compares the first value given by user with 1. It checks whether both values are equal. If both values are equal, then it jumps to location **loc\_8048B6E**, else jumps to **explode function** which blasts the bomb.

5. In **loc\_8048B6E**, it will `mov` value 1 into `ebx`

Next it goes into **loc\_8048B76**, where `eax` value is incremented from 1 to 2 and multiplication operation takes place `eax, [esi + ebx*4 -4]` where it calculates the memory location of `esi` and takes the value in the memory location and compares it with `eax`. If both the values are equal, it jumps to **loc\_8048B88**. The value 1 is stored in `eax`.

6. Coming inside **loc\_8048B88**, it again increments the value of `ebx` and compares the value of `ebx` with 5. If the condition is met then, jump to **loc\_8048B76**.

```
Lea  eax, [ebx+1]
imul eax, [esi+ebx*4-4]
```

Again the `ebx` value is incremented to 1 and checks the loop, multiply and compare the value of `eax` with `esi+4` value. It will be stored in `eax`. The value 2 is stored in `eax`.

Again `ebx` value is incremented to 2 and checks the loop and multiply and compare the value of `eax` with `esi+8` value. It will be stored in `eax`. The value 6 is stored in `eax`.

Again `ebx` value is incremented to 3 and checks the loop and multiply and compare the value of `eax` with `esi+12` value. It will be stored in `eax`. The value 24 is stored in `eax`.

Again `ebx` value is incremented to 4 and checks the loop and multiply and compare the value of `eax` with `esi+16` value. It will be stored in `eax`. The value 120 is stored in `eax`.

Again ebx value is incremented to 5 and checks the loop, multiply and compare the value of eax with esi+20 value. It will be stored in eax. The value 720 is stored in eax.

Now the Last user input is compared with the eax .

So when,

ebx=0 ; eax = 1

ebx=1 ; eax = 2

ebx=2 ; eax = 6

ebx=3 ; eax = 24

ebx=4 ; eax = 120

ebx=5 ; eax = 720

Now again ebx value is incremented to 6. Now it's compared with 5, but  $6 > 5$

So, it stops there and exits out of the loop through return function and calls the function

**sub\_8084B48**

So the output is **1, 2, 6, 24, 120, 720**