```
08048dc3 <phase_6>:
 8048dc3: 56                    push   %esi
 8048dc4: 53                    push   %ebx
 8048dc5: 83 ec 4c              sub    $0x4c,%esp
 8048dc8: 65 a1 14 00 00 00     mov    %gs:0x14,%eax
 8048dce: 89 44 24 44           mov    %eax,0x44(%esp)
 8048dd2: 31 c0                 xor    %eax,%eax
 8048dd4: 8d 44 24 14           lea    0x14(%esp),%eax
 8048dd8: 50                    push   %eax
 8048dd9: ff 74 24 5c           pushl  0x5c(%esp)
 8048ddd: e8 28 03 00 00        call   804910a <read_six_numbers>
 8048de2: 83 c4 10              add    $0x10,%esp
 8048de5: be 00 00 00 00        mov    $0x0,%esi
 8048dea: 8b 44 b4 0c           mov    0xc(%esp,%esi,4),%eax
 8048dee: 83 e8 01              sub    $0x1,%eax
 8048df1: 83 f8 05              cmp    $0x5,%eax
 8048df4: 76 05                 jbe    8048dfb <phase_6+0x38>
 8048df6: e8 ea 02 00 00        call   80490e5 <explode_bomb>
 8048dfb: 83 c6 01              add    $0x1,%esi
 8048dfe: 83 fe 06              cmp    $0x6,%esi
 8048e01: 74 33                 je     8048e36 <phase_6+0x73>
 8048e03: 89 f3                 mov    %esi,%ebx
 8048e05: 8b 44 9c 0c           mov    0xc(%esp,%ebx,4),%eax
 8048e09: 39 44 b4 08           cmp    %eax,0x8(%esp,%esi,4)
 8048e0d: 75 05                 jne    8048e14 <phase_6+0x51>
 8048e0f: e8 d1 02 00 00        call   80490e5 <explode_bomb>
 8048e14: 83 c3 01              add    $0x1,%ebx
 8048e17: 83 fb 05              cmp    $0x5,%ebx
 8048e1a: 7e e9                 jle    8048e05 <phase_6+0x42>
 8048e1c: eb cc                 jmp    8048dea <phase_6+0x27>
 8048e1e: 8b 52 08              mov    0x8(%edx),%edx
 8048e21: 83 c0 01              add    $0x1,%eax
 8048e24: 39 c8                 cmp    %ecx,%eax
```

struct { int val; int num; struct *next }

int a[6]

大循环

%esi+1

计数器%esi=6，跳出循环

ebx在内循环中加1

esi在外循环中加1

遍历数组中任意两元素

相等即爆炸

%ebx+1

ebx≤5

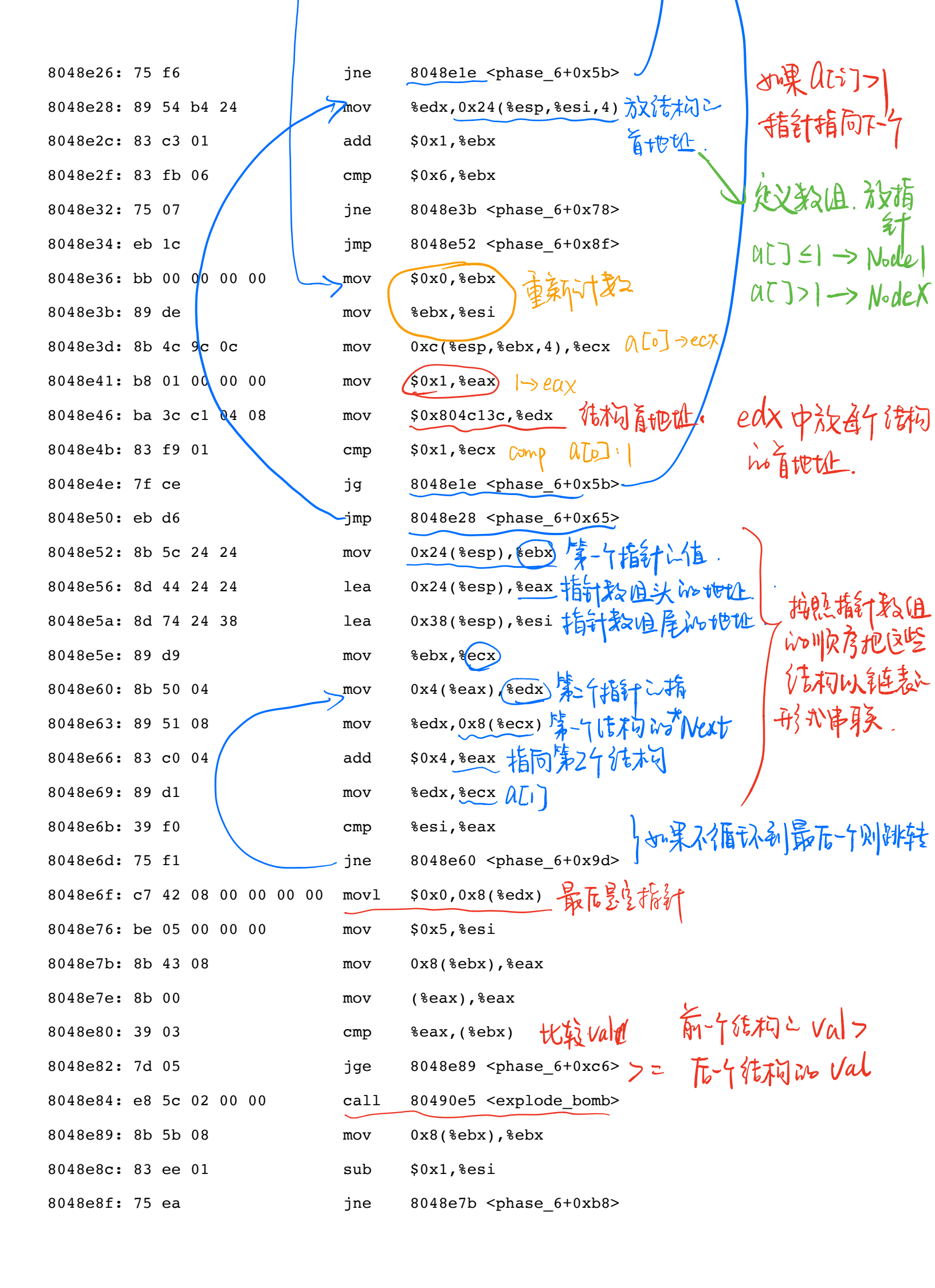
ebx>5

数组中所有元素都互不相等

指针指向下一个

eax: a[0]

```
8048e26: 75 f6                  jne    8048e1e <phase_6+0x5b>
8048e28: 89 54 b4 24            mov    %edx,0x24(%esp,%esi,4)
8048e2c: 83 c3 01               add    $0x1,%ebx
8048e2f: 83 fb 06               cmp    $0x6,%ebx
8048e32: 75 07                  jne    8048e3b <phase_6+0x78>
8048e34: eb 1c                  jmp    8048e52 <phase_6+0x8f>
8048e36: bb 00 00 00 00         mov    $0x0,%ebx
8048e3b: 89 de                  mov    %ebx,%esi
8048e3d: 8b 4c 9c 0c            mov    0xc(%esp,%ebx,4),%ecx
8048e41: b8 01 00 00 00         mov    $0x1,%eax
8048e46: ba 3c c1 04 08         mov    $0x804c13c,%edx
8048e4b: 83 f9 01               cmp    $0x1,%ecx
8048e4e: 7f ce                  jg     8048e1e <phase_6+0x5b>
8048e50: eb d6                  jmp    8048e28 <phase_6+0x65>
8048e52: 8b 5c 24 24            mov    0x24(%esp),%ebx
8048e56: 8d 44 24 24            lea    0x24(%esp),%eax
8048e5a: 8d 74 24 38            lea    0x38(%esp),%esi
8048e5e: 89 d9                  mov    %ebx,%ecx
8048e60: 8b 50 04               mov    0x4(%eax),%edx
8048e63: 89 51 08               mov    %edx,0x8(%ecx)
8048e66: 83 c0 04               add    $0x4,%eax
8048e69: 89 d1                  mov    %edx,%ecx
8048e6b: 39 f0                  cmp    %esi,%eax
8048e6d: 75 f1                  jne    8048e60 <phase_6+0x9d>
8048e6f: c7 42 08 00 00 00 00   movl   $0x0,0x8(%edx)
8048e76: be 05 00 00 00         mov    $0x5,%esi
8048e7b: 8b 43 08               mov    0x8(%ebx),%eax
8048e7e: 8b 00                  mov    (%eax),%eax
8048e80: 39 03                  cmp    %eax,(%ebx)
8048e82: 7d 05                  jge    8048e89 <phase_6+0xc6>
8048e84: e8 5c 02 00 00         call   80490e5 <explode_bomb>
8048e89: 8b 5b 08               mov    0x8(%ebx),%ebx
8048e8c: 83 ee 01               sub    $0x1,%esi
8048e8f: 75 ea                  jne    8048e7b <phase_6+0xb8>
```



```
8048e91: 8b 44 24 3c           mov    0x3c(%esp),%eax
8048e95: 65 33 05 14 00 00 00  xor    %gs:0x14,%eax
8048e9c: 74 05                 je     8048ea3 <phase_6+0xe0>
8048e9e: e8 ed f8 ff ff        call   8048790 <__stack_chk_fail@plt>
8048ea3: 83 c4 44              add    $0x44,%esp
8048ea6: 5b                    pop    %ebx
8048ea7: 5e                    pop    %esi
8048ea8: c3                    ret
```