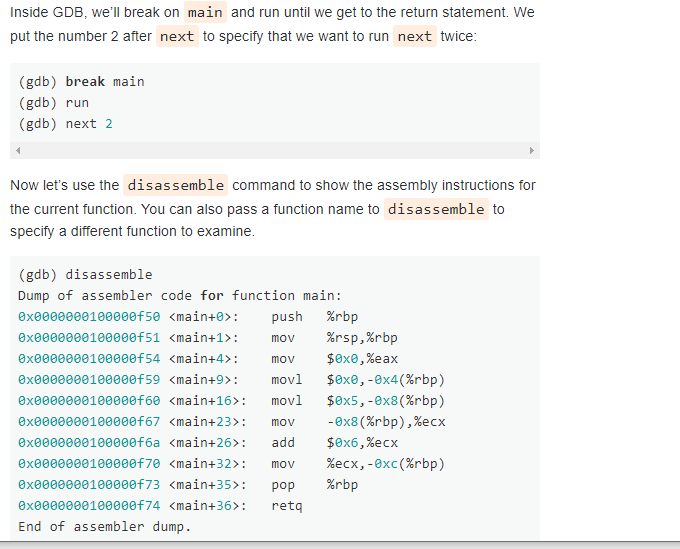
https://www.recurse.com/blog/7-understanding-c-by-learning-assembly

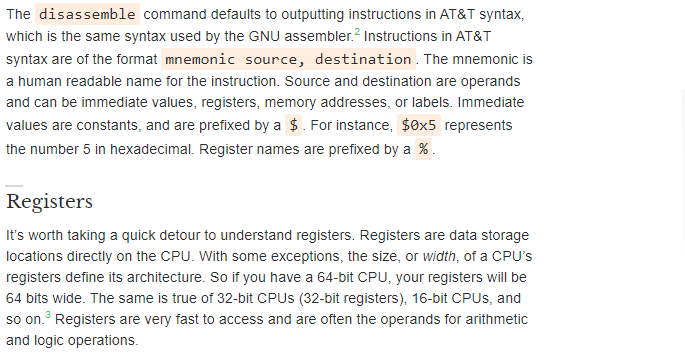
https://www.recurse.com/blog/5-learning-c-with-gdb

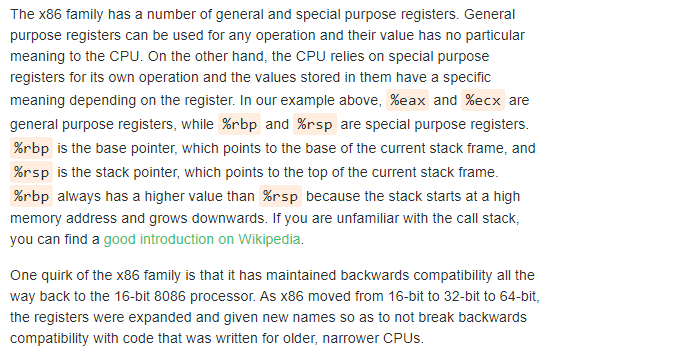
Understanding C by learning assembly

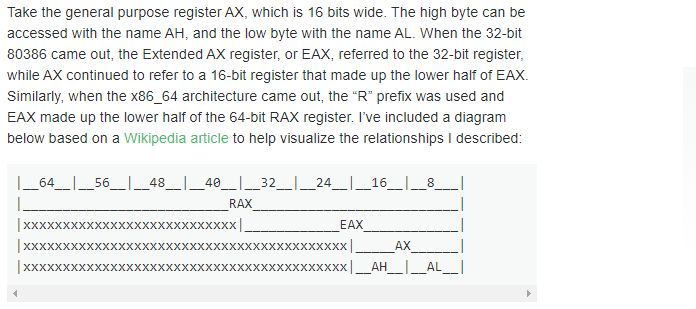


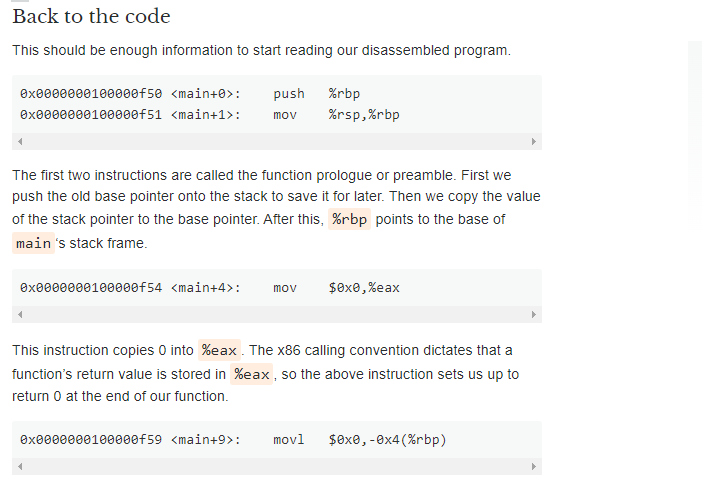


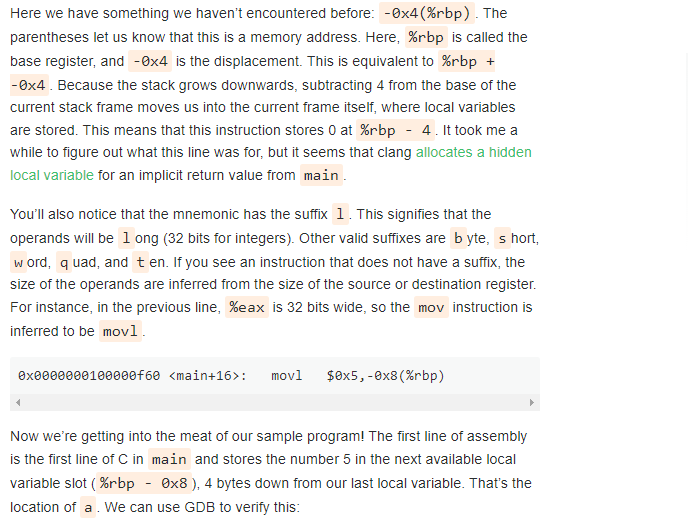


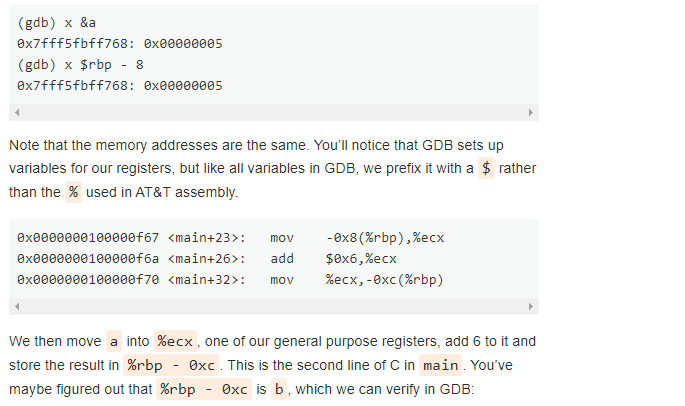


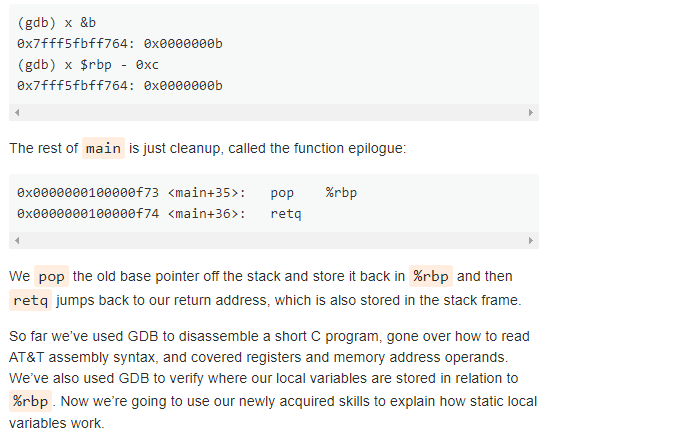


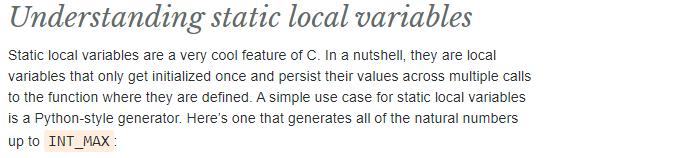


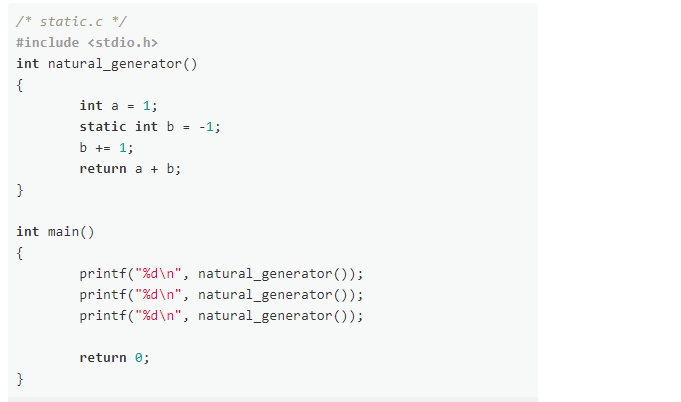












*/\* static.c \*/*

**#include <stdio.h>**

**int** natural\_generator()

{

**int** a = 1;

**static** **int** b = -1;

b += 1;

**return** a + b;

}

**int** main()

{

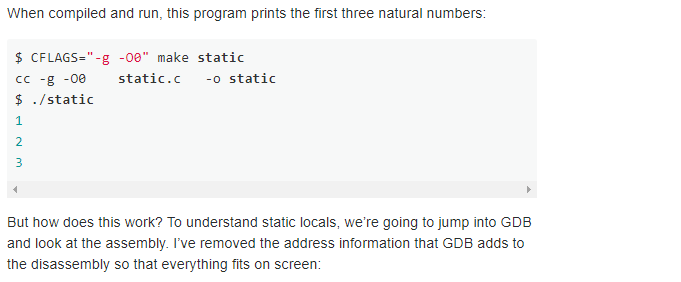
printf("%d\n", natural\_generator());

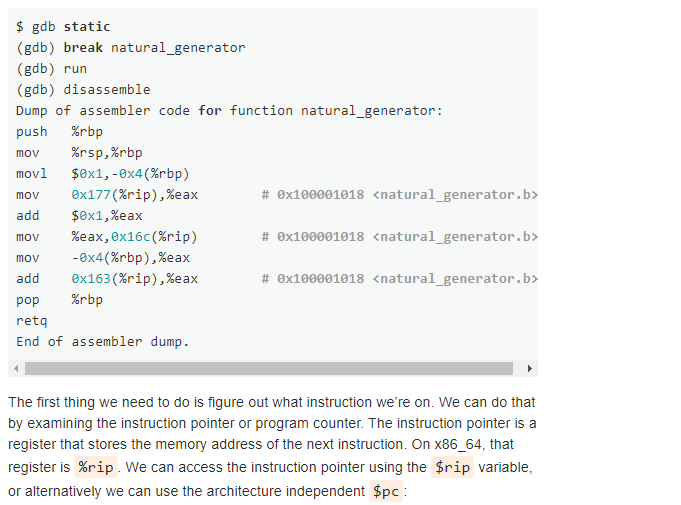
printf("%d\n", natural\_generator());

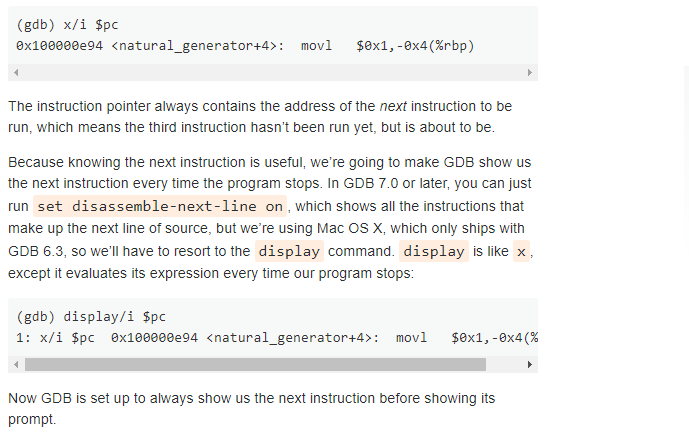
printf("%d\n", natural\_generator());

**return** 0;

}

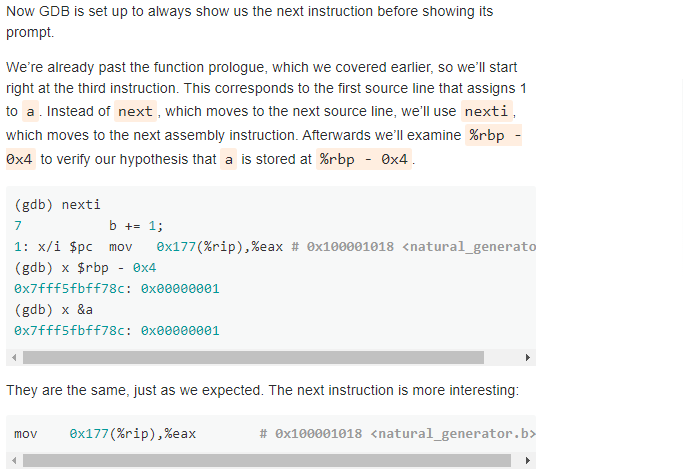


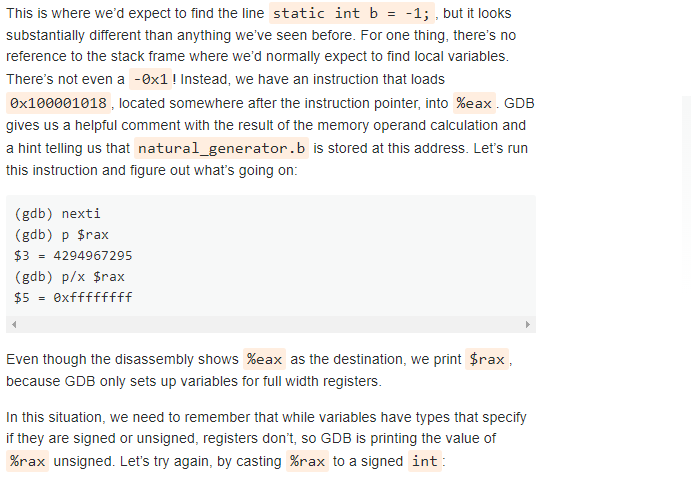


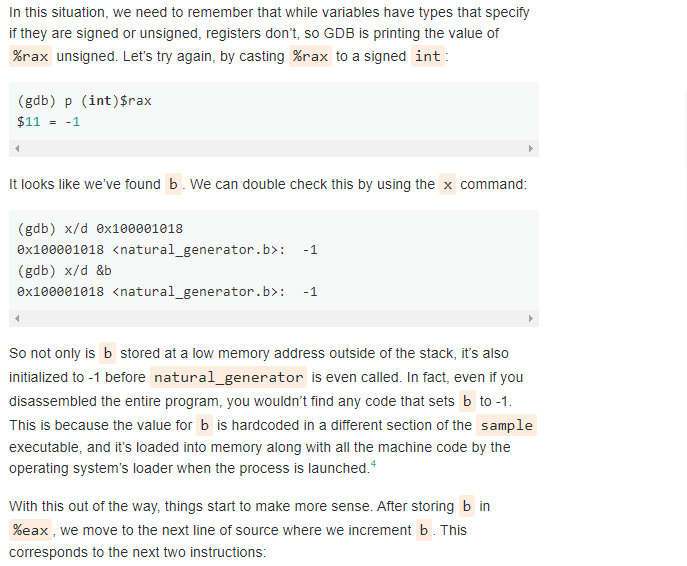


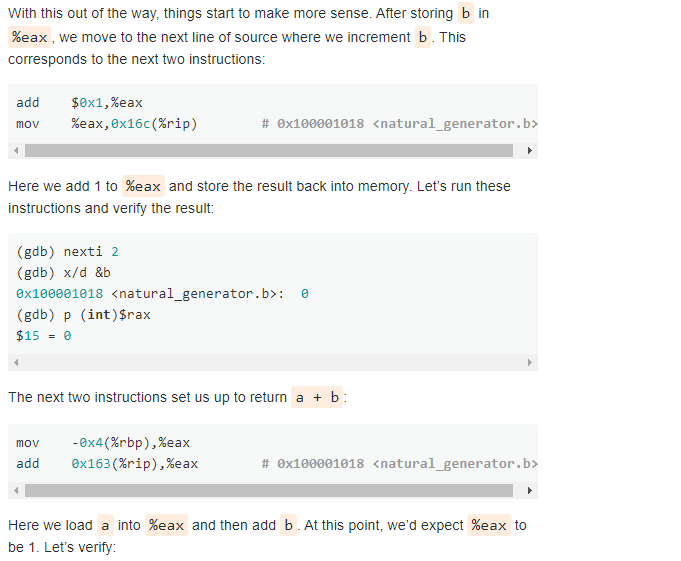
(gdb) display/i $pc

1: x/i $pc 0x100000e94 <natural\_generator+4>: movl $0x1,-0x4(%rbp)











(gdb) **continue**

Continuing.

1

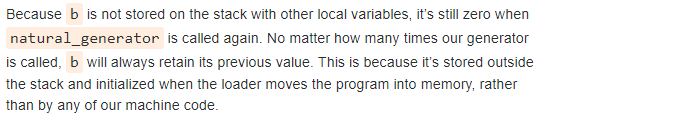
Breakpoint 1, natural\_generator () at **static**.c:5

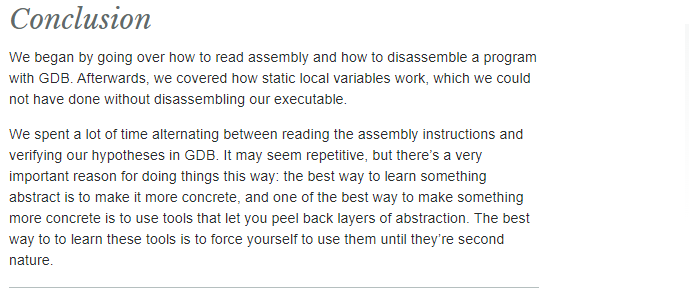
5 **int** a = 1;

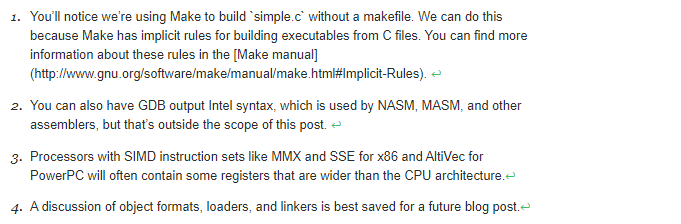
1: x/i $pc 0x100000e94 <natural\_generator+4>: movl $0x1,-0x4(%rbp)

(gdb) x &b

0x100001018 <natural\_generator.b>: 0







<https://www.recurse.com/blog/5-learning-c-with-gdb>

# Learning C with gdb

