Background

```
// temp=0x21

if (temp<33 && temp>28) {
    printf("Perfect temperature to go outside!\n");
} else {
    printf("Prolly should have stayed indoors..\n");
}
```

33 degrees – 0x21

33 degrees is the temperature entered during scanf("%d", &temp)

Look at how \$rbp-4 is a dword or 4 bytes in size

```
HEX 21

DEC 33
```

```
gef⊳ x/wx $rbp-4
0x7ffffffffe41c: 0x00000021
gef⊳
```

32 degrees – 0x20

32 degrees is the upper bound

If 0x21 is greater than 0x20, jump is taken

```
HEX 20
DEC 32
```

```
→ 0x4005d8 <main+49> mov eax, DWORD PTR [rbp-0x4]
0x4005db <main+52> cmp eax, 0x20
0x4005de <main+55> jg 0x4005f6 <main+79>
```

```
gef≻ i r $eax
eax 0x21 0x21
```

```
0x4005db <main+52> cmp eax, 0x20

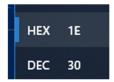
→ 0x4005de <main+55> jg 0x4005f6 <main+79> TAKEN [Reason: !Z && S==0]

□ 0x4005f6 <main+79> lea rdi, [rip+0xf3] # 0x4006f0
```

30 degrees - 0x1E

32 degrees is the upper bound, 32 degrees is 0x20

30 degrees is lesser than 32 degrees so jump is not taken



```
0x4005d8 <main+49> mov eax, DWORD PTR [rbp-0x4]

→ 0x4005db <main+52> cmp eax, 0x20

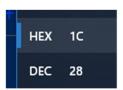
0x4005de <main+55> jg 0x4005f6 <main+79>
```

```
0x4005d8 <main+49> mov eax, DWORD PTR [rbp-0x4]
0x4005db <main+52> cmp eax, 0x20
→ 0x4005de <main+55> jg 0x4005f6 <main+79> NOT taken [Reason: !(!Z && S==0)]
```

28 degrees – 0x1C

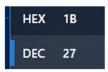
28 degrees is the lower bound.

30 degrees is more than 28 degrees so jump is not taken



27 degrees - 0x1B

27 degrees is not greater than 33 degrees so jump is not taken



```
0x4005d8 <main+49> mov eax, DWORD PTR [rbp-0x4]
0x4005db <main+52> cmp eax, 0x20

→ 0x4005de <main+55> jg 0x4005f6 <main+79> NOT taken [Reason: !(!Z && S==0)]
```

28 degrees is the lower bound

27 degrees is lesser than 28 degrees so jump is taken

```
0x4005e3 <main+60> cmp eax, 0x1c

→ 0x4005e6 <main+63> jle 0x4005f6 <main+79> TAKEN [Reason: Z || S!=0]

□ 0x4005f6 <main+79> lea rdi, [rip+0xf3] # 0x4006f0
```