

Start of loop

```
→ 0x4004ef <main+8>      mov     DWORD PTR [rbp-0x4], 0x0
```

Value of counter in stack, integer type as it is dword

```
gef> x/wx $rbp-4  
0x7fffffffef41c: 0x00000000
```

Loop 3 times

Jump if lesser or equal to 2

```
→ 0x400508 <main+33>      cmp     DWORD PTR [rbp-0x4], 0x2  
0x40050c <main+37>      jle     0x4004f8 <main+17>
```

If counter < 3, loop continues

```
→ 0x40050c <main+37>      jle     0x4004f8 <main+17>      TAKEN [Reason: Z || S!=0]  
↳ 0x4004f8 <main+17>      lea     rdi, [rip+0xa5]      # 0x4005a4
```

Count++ or count = count + 1

```
→ 0x400504 <main+29>      add     DWORD PTR [rbp-0x4], 0x1
```

If count is more than 2, unwind stack and end program

```
gef> x/wx $rbp-4  
0x7fffffffef41c: 0x00000003
```

```
→ 0x40050c <main+37>      jle     0x4004f8 <main+17>      NOT taken [Reason: !(Z || S!=0)]  
0x40050e <main+39>      mov     eax, 0x0  
0x400513 <main+44>      leave
```