Compare value at memory rbp - 4 with the value 4

Jumpp if greater to (main+96) if rbp - 4 is 5 or more(that number is more than 5)

```
0x400657 <main+80>
                                 0x400667 <main+96>
                          jg
0x400659 <main+82>
                                 rdi, [rip+0xef]
                                                         # 0x40074f
                          lea
0x400660 <main+89>
                          call
                                 0x4004e0 <puts@plt>
0x400665 <main+94>
                                 0x400673 <main+108>
                          jmp
0x400667 <main+96>
                                 rdi, [rip+0xfe]
                          lea
                                                         # 0x40076c
```

```
16     if (number < 5)
17     {
18         puts("\nThat number is less than 5!");
19     }
20
21     else</pre>
```

```
gef> x/s 0x40074f
0x40074f: "\nThat number is less than 5!"
gef> x/s 0x40076c
0x40076c: "\nThat number is more than 5!"
gef>
```

If value is more than 9 but fgets number of read is still 2(1 value and 1 null terminator), it still shows up as 1.

```
tao@unixuser-vm:~/cprog/chap12$ ./ex1
I am your computer genie!
Enter a number from 0 to 9: 10
That number is less than 5!
The genie knows all, sees all!
tao@unixuser-vm:~/cprog/chap12$
```