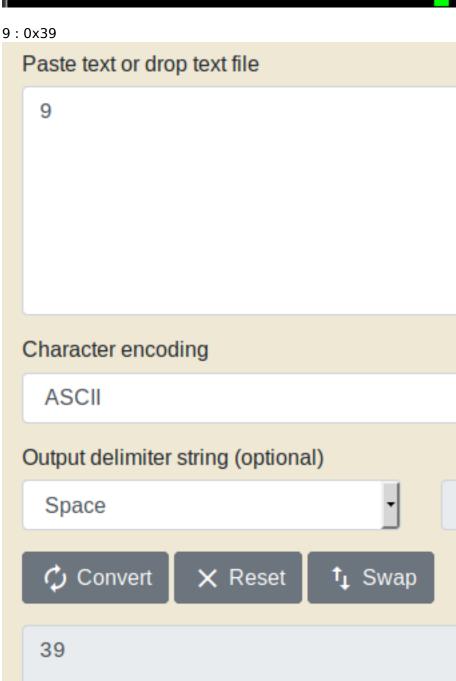
breakdown

```
gef> c
Continuing.
I am your computer genie!
Enter a number from 0 to 9: 9
```



After atoi() is called, sting 0x39 is converted to its integer equivalent which is 9.

```
0x400650 <main+73> mov DWORD PTR [rbp-0x4], eax
0x400653 <main+76> cmp DWORD PTR [rbp-0x4], 0x4
```

Compare 9 to 4, zero flag is NOT set C source code : if (number < 5)

```
0x400653 <main+76> cmp DWORD PTR [rbp-0x4], 0x4
0x400657 <main+80> jg 0x400667 <main+96> TAKEN [Reason: !Z && S==0]
```

compare 9 to 5, zero flag is NOT SET C source code: else if (number == 5)

```
0x400667 <main+96> cmp DWORD PTR [rbp-0x4], 0x5
0x40066b <main+100> jne 0x40067b <main+116> TAKEN [Reason: !Z]
0x40067b <main+116> cmp DWORD PTR [rbp-0x4], 0x5
```

compare 9 to 5, zero flag is NOT SET C source code: else if (number > 5)

```
0x40067b <main+116> cmp DWORD PTR [rbp-0x4], 0x5
0x40067f <main+120> jle 0x40068d <main+134>
0x400681 <main+122> lea rdi, [rip+0x107] # 0x40078f
```