```
                Read 0xcb37 = *(UINT16*)0xbffff41b                               |                Read 0xedf8 = *(UINT16*)0xbffff41b
.text    0xb7fe4dfe   movzx edx, word ptr [eax]          $ edx = 0xcb37      |   .text    0xb7fe4dfe   movzx edx, word ptr [eax]          $ edx = 0xedf8
                Write *(UINT16*)0xbffff10d = 0xcb37                              |                Write *(UINT16*)0xbffff10d = 0xedf8
                Read 0x49 = *(UINT8*)0xbffff41d                                  |                Read 0x25 = *(UINT8*)0xbffff41d
.text    0xb7fe4e05   movzx eax, byte ptr [eax+0x2]      $ eax = 0x49        |   .text    0xb7fe4e05   movzx eax, byte ptr [eax+0x2]      $ eax = 0x25
                Write *(UINT8*)0xbffff10f = 0x49                                 |                Write *(UINT8*)0xbffff10f = 0x25
                Read 0x49cb3700 = *(UINT32*)0xbffff10c                           |                Read 0x25edf800 = *(UINT32*)0xbffff10c
.text    0xb7fe4e0c   mov esi, dword ptr [ebp-0x10]      $ esi = 0x49cb3700  |   .text    0xb7fe4e0c   mov esi, dword ptr [ebp-0x10]      $ esi = 0x25edf800
                Write *(UINT32*)0xb63ef8e4 = 0x49cb3700                          |                Write *(UINT32*)0xb63ef8e4 = 0x25edf800
                Read 0xc2a1e196 = *(UINT32*)0xbffff41f                           |                Read 0x6b875556 = *(UINT32*)0xbffff41f
.text    0xb7fe4e2a   mov esi, dword ptr [eax+0x4]       $ esi = 0xc2a1e196  |   .text    0xb7fe4e2a   mov esi, dword ptr [eax+0x4]       $ esi = 0x6b875556
                Write *(UINT32*)0xb63ef8e8 = 0xc2a1e196                          |                Write *(UINT32*)0xb63ef8e8 = 0x6b875556
                Write *(UINT32*)0xb7ffeef8 = 0xc2a1e196                          |                Write *(UINT32*)0xb7ffeef8 = 0x6b875556


.text    0xb7fe4ded   mov dword ptr [ebp-0x10], 0x0                           |   .text    0xb7fe4ded   mov dword ptr [ebp-0x10], 0x0
                Write *(UINT32*)0xbffff10c = 0                                   |                Write *(UINT32*)0xbffff10c = 0
                Read 0xbffff41b = *(UINT32*)0xb7ffef24                           |                Read 0xbffff41b = *(UINT32*)0xb7ffef24
.text    0xb7fe4df4   mov eax, dword ptr [ebx-0xd0]  $ eax = 0xbffff41b      |   .text    0xb7fe4df4   mov eax, dword ptr [ebx-0xd0]  $ eax = 0xbffff41b
.text    0xb7fe4dfa   test eax, eax   $ eflags = 0x286                       |   .text    0xb7fe4dfa   test eax, eax   $ eflags = 0x286
.text    0xb7fe4dfc   jz 0xb7fe4e51                                           |   .text    0xb7fe4dfc   jz 0xb7fe4e51
                Read 0xcb37 = *(UINT16*)0xbffff41b                               |                Read 0xedf8 = *(UINT16*)0xbffff41b
.text    0xb7fe4dfe   movzx edx, word ptr [eax]  $ edx = 0xcb37              |   .text    0xb7fe4dfe   movzx edx, word ptr [eax]  $ edx = 0xedf8
.text    0xb7fe4e01   mov word ptr [ebp-0xf], dx                              |   .text    0xb7fe4e01   mov word ptr [ebp-0xf], dx
                Write *(UINT16*)0xbffff10d = 0xcb37                              |                Write *(UINT16*)0xbffff10d = 0xedf8
                Read 0x49 = *(UINT8*)0xbffff41d                                  |                Read 0x25 = *(UINT8*)0xbffff41d
.text    0xb7fe4e05   movzx eax, byte ptr [eax+0x2]  $ eax = 0x49            |   .text    0xb7fe4e05   movzx eax, byte ptr [eax+0x2]  $ eax = 0x25
```