

```
#include <stdio.h>

int main() {
    int tall = 536 << ((2 | 5) & 4) % 3;
    tall = tall * 123 / 5;
    printf("%i\n", tall);
    return 0;
}
```



```
00000000140001450 <main>:
140001450: 55                push    %rbp
140001451: 48 89 e5          mov     %rsp,%rbp
140001454: 48 83 ec 30       sub     $0x30,%rsp
140001458: e8 03 01 00 00   call   140001560 <_main>
14000145d: c7 45 fc 30 04 00 00 movl    $0x430,-0x4(%rbp)
140001464: 8b 45 fc          mov     -0x4(%rbp),%eax
140001467: 6b c0 7b         imul    $0x7b,%eax,%eax
14000146a: 48 63 d0         movsldq %eax,%rdx
14000146d: 48 69 d2 67 66 66 66 imul    $0x66666667,%rdx,%rdx
140001474: 48 c1 ea 20       shr     $0x20,%rdx
140001478: 89 d1            mov     %edx,%ecx
14000147a: d1 f9            sar     $1,%ecx
14000147c: 99              cltd
14000147d: 89 c8            mov     %ecx,%eax
14000147f: 29 d0            sub     %edx,%eax
140001481: 89 45 fc         mov     %eax,-0x4(%rbp)
140001484: 8b 45 fc         mov     -0x4(%rbp),%eax
140001487: 89 c2            mov     %eax,%edx
140001489: 48 8d 05 70 2b 00 00 lea     0x2b70(%rip),%rax    # 140004000 <.rdata>
140001490: 48 89 c1         mov     %rax,%ecx
140001493: e8 f8 10 00 00   call   140002590 <printf>
140001498: b8 00 00 00 00   mov     $0x0,%eax
14000149d: 48 83 c4 30       add     $0x30,%rsp
1400014a1: 5d              pop     %rbp
1400014a2: c3              ret
1400014a3: 90              nop
1400014a4: 90              nop
1400014a5: 90              nop
1400014a6: 90              nop
1400014a7: 90              nop
1400014a8: 90              nop
1400014a9: 90              nop
1400014aa: 90              nop
1400014ab: 90              nop
1400014ac: 90              nop
1400014ad: 90              nop
1400014ae: 90              nop
1400014af: 90              nop
```

