```
float trun_num(float num) {
          return num - (int)num;
 src
             compile
         00111010010101010101010
         110101010110101000101...
binary
          disassemble
               endbr64
               push %rbp
               mov %rsp,%rbp
 asm
            decompile
                                        test
       float func(float f)
                                int main() {
                                  assert(...);
       {
                                  assert(...):
         int i = (int)f;
         return f - i;
                                  assert(...):
 src'
       }
         compile
                                   run
 eval
         re-compilability
                                re-executability
```