```
1. #include <stdio.h>
2.
3. int main()
4. {
5.    int a = 6;
6.    int b = 0;
7.    int c = !!a;
8.    int d = !!b;
9.    printf("%d-%d\n", c, d);
10.
11.    return 0;
12. }
```

```
$ gcc -g -o test test.c
$ walterzh$ ./test
1-0
效果:
a = ! ! variable_1
b = ! ! variable 2
if variable 1!=0, a=1
if variable 2 == 0, a = 0
/home/walterzh/work2/temp/test.c:5 ( int a = 6; )
 4004fc:
            c7 45 f0 06 00 00 00 movl $0x6,-0x10(%rbp)
/home/walterzh/work2/temp/test.c:6 ( int b = 0; )
 400503:
            c7 45 f4 00 00 00 00 movl $0x0,-0xc(%rbp)
/home/walterzh/work2/temp/test.c:7 ( int c
                                           = !!a; )
 40050a:
            83 7d f0 00
                             cmpl $0x0,-0x10(\%rbp)
 40050e:
            0f 95 c0
                             setne %al
 400511:
            0f b6 c0
                             movzbl %al,%eax
 400514:
            89 45 f8
                             mov %eax,-0x8(%rbp)
```

/home/walterzh/work2/temp/test.c:8 ( int d = !!b; )

400517: 83 7d f4 00 cmpl \$0x0,-0xc(%rbp)

40051b: 0f 95 c0 setne %al

40051e: 0f b6 c0 movzbl %al,%eax

400521: 89 45 fc mov %eax,-0x4(%rbp)

! ! variable\_1

## 对应

setne %al movzbl %al,%eax

如果variable\_1 等于0,则另%eax = 0 如果variable\_1 不等于0,则另%eax = 1