

1000	fe,01,01,13	add sp,sp,-32
1004	00,11,2e,23	sw ra,28(sp)
1008	00,70,07,93	li a5,0x00000000
1012	00,f1,26,23	sw a5,12(sp)
1016	00,c1,27,83	lw a4,12(sp)
1020	00,20,07,93	li a5,2
1024	00,f7,18,63	bne a4,a5,1040
1028	fe,5f,f0,ef	jal 1000
1032	00,05,07,93	mv a5,a0
1036	00,80,00,6f	j 1044
1040	00,c1,27,83	lw a5,12(sp)
1044	00,07,85,13	mv a0,a5
1048	01,c1,20,83	lw ra,28(sp)
1052	02,01,01,13	add sp,sp,32
1056	00,00,00,67	ret
1060	fe,01,01,13	add sp,sp,-32
1064	00,11,2e,23	sw ra,28(sp)
1068	fb,df,f0,ef	jal 1000
1072	00,05,07,93	mv a5,a0
1076	00,f1,24,23	sw a5,8(sp)
1080	00,81,07,93	add a5,sp,8
1084	00,f1,26,23	sw a5,12(sp)
1088	01,00,00,6f	j 1104
1092	fa,5f,f0,ef	jal 1000
1096	00,05,07,93	mv a5,a0
1100	00,f1,24,23	sw a5,8(sp)
1104	00,81,27,83	lw a4,8(sp)
1108	00,50,07,93	li a5,5
1112	fe,e7,d6,e3	bge a5,a4,1092
1116	f8,df,f0,ef	jal 1000
1120	00,05,07,13	mv a4,a0
1124	00,c1,27,83	lw a5,12(sp)
1128	00,e7,a0,23	sw a4,0(a5)
1132	00,c1,27,83	lw a5,12(sp)
1136	00,07,a7,03	lw a4,0(a5)
1140	00,40,07,93	li a5,4
1144	00,f7,14,63	bne a4,a5,1152
1148	fb,1f,f0,6f	j 1068
1152	00,00,07,93	li a5,0
1156	00,07,85,13	mv a0,a5
1160	01,c1,20,83	lw ra,28(sp)
1164	02,01,01,13	add sp,sp,32
1168	00,00,00,67	ret
1172	00,00,00,00	
1176	00,00,00,00	
1180	00,00,00,00	
1184	00,00,00,00	
1188	00,00,00,00	

```

int roll(void) {
    int n = 0;

    if (n == 2)
        return roll();

    return n;
}

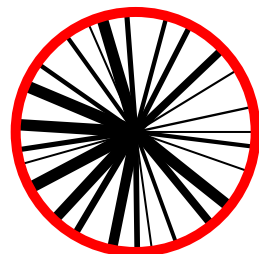
int main(void) {
    start:
    int dice = roll();
    int *p = &dice;

    while (dice < 6) {
        dice = roll();
    }

    *p = roll();
    if (*p == 4) {
        goto start;
    }

    return 0;
}

```



**PROJEKT: INIT1**  
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 file: code/11-pointers-0.c