

1000	ff,01,01,13	add sp,sp,-16
1004	00,a1,26,23	sw a0,12(sp)
1008	00,c1,27,83	lw a5,12(sp)
1012	00,07,c7,03	lbu a4,0(a5)
1016	07,80,07,93	li a5,120
1020	02,f7,18,63	bne a4,a5,1068
1024	00,c1,27,83	lw a5,_____
1028	00,17,87,93	add _____
1032	00,07,c7,03	lbu a____
1036	07,90,07,93	li a____
1040	00,f7,1e,63	bne a____
1044	00,c1,27,83	lw a5,12(sp)
1048	00,27,87,93	add a5,a5,2
1052	00,07,c7,83	lbu a5,0(a5)
1056	00,07,96,63	bnez a5,1068
1060	00,10,07,93	li a5,1
1064	00,00,00,6f	j 1072
1068	00,00,07,93	li a5,0
1072	00,07,85,13	mv a0,a5
1076	01,01,01,13	add sp,sp,16
1080	00,00,00,67	ret
1084	fe,01,01,13	add sp,sp,-32
1088	00,11,2e,23	sw ra,28(sp)
1092	07,80,07,93	li a5,120
1096	00,f1,04,23	sb a5,8(sp)
1100	00,01,04,a3	sb zero,9(sp)
1104	00,01,05,23	sb zero,10(sp)
1108	02,00,00,6f	j 1____
1112	00,70,07,93	li a5,☒
1116	00,f1,26,23	sw a5,12(sp)
1120	00,c1,27,83	lw a5,12(sp)
1124	0f,f7,f7,93	zext.b a5,a5
1128	07,67,87,93	add a5,a5,118
1132	0f,f7,f7,93	zext.b a5,a5
1136	00,f1,04,a3	sb a5,9(sp)
1140	00,81,07,93	add _____
1144	00,07,85,13	mv _____
1148	f6,df,f0,ef	jal _____
1152	00,05,07,93	mv _____
1156	fc,07,8a,e3	beqz _____
1160	00,00,07,93	li a5,0
1164	00,07,85,13	mv a0,a5
1168	01,c1,20,83	lw ra,28(sp)
1172	02,01,01,13	add sp,sp,32
1176	00,00,00,67	ret
1180	00,00,00,00	
1184	00,00,00,00	
1188	00,00,00,00	

```

int check_xy(char *word) {
    if (word[0] == 'x') {
        if (word[1] == 'y') {
            if (word[2] == '\0') {
                return 1;
            }
        }
    }
    return 0;
}

```

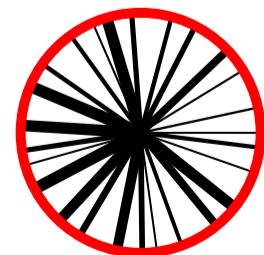
```

int main(void) {
    char word[3];
    word[0] = 'x';
    word[1] = 0;
    word[2] = 0;

    while (!check_xy(word)) {
        // v is 118
        int dice = ☒;
        word[1] = 'v' + dice;
    }

    return 0;
}

```



PROJEKT: INIT1

<https://punkx.org>

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 file: code/l1-string-2.c