

```

1000 fd,01,01,13 add sp,sp,-48
1004 02,11,26,23 sw ra,44(sp)
1008 00,a1,26,23 sw a0,12(sp)
1012 00,70,07,93 li a5,0
1016 00,f1,2e,23 sw a5,28(sp)
1020 01,c1,27,03 lw a4,_____
1024 00,c1,27,83 lw a5,_____
1028 00,f7,1a,63 bne a_,_,_____
1032 00,c1,25,03 lw a0,12(sp)
1036 fd,df,f0,ef jal 1000
1040 00,05,07,93 mv a5,a0
1044 00,80,00,6f j 1052
1048 01,c1,27,83 lw a5,28(sp)
1052 00,07,85,13 mv a0,a5
1056 02,c1,20,83 lw ra,44(sp)
1060 03,01,01,13 add sp,sp,48
1064 00,00,00,67 ret

```

```

int roll(int previous) {
    int n = 0;

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

    return n;
}

```

```

1068 fe,01,01,13 add sp,sp,-32
1072 00,11,2e,23 sw ra,28(sp)
1076 00,01,26,23 sw zero,12(sp)
1080 00,c1,25,03 lw a0,_____
1084 fa,df,f0,ef jal_____
1088 00,a1,26,23 sw a0,_____
1092 00,c1,27,03 lw a4,12(sp)
1096 00,60,07,93 li a5,6
1100 fe,f7,16,e3 bne a4,a5,1080
1104 00,c1,27,83 lw a5,12(sp)
1108 00,07,85,13 mv a0,a5
1112 01,c1,20,83 lw ra,28(sp)
1116 02,01,01,13 add sp,sp,32
1120 00,00,00,67 ret

```

```

int main(void) {
    int dice = 0;

    do {
        dice = roll(dice);
    } while(dice != 6);

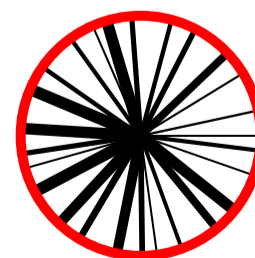
    return dice;
}

```

```

1124 00,00,00,00
1128 00,00,00,00
1132 00,00,00,00
1136 00,00,00,00
1140 00,00,00,00
1144 00,00,00,00
1148 00,00,00,00
1152 00,00,00,00
1156 00,00,00,00
1160 00,00,00,00
1164 00,00,00,00
1168 00,00,00,00
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

```



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 file: code/12-recursion-1.c