

1000	fd,01,01,13	add sp,sp,-48
1004	02,01,26,23	sw zero,44(sp)
1008	02,01,24,23	sw zero,40(sp)
1012	02,01,22,23	sw zero,36(sp)
1016	00,01,2e,23	sw zero,28(sp)
1020	00,01,2c,23	sw zero,24(sp)
1024	00,01,2a,23	sw zero,20(sp)
1028	00,01,28,23	sw zero,16(sp)
1032	00,01,26,23	sw zero,12(sp)
1036	ff,f0,07,93	li a5,-1
1040	02,f1,20,23	sw a5,32(sp)
1044	??,?,07,93	li a5,
1048	00,f1,24,23	sw a5,8(sp)
1052	00,81,27,03	lw a4,8(sp)
1056	00,10,07,93	li a5,1
1060	00,f7,16,63	bne a4,a5,1072 # +12
1064	02,01,27,03	lw a5,32(sp)
1068	02,f1,26,23	sw a5,44(sp)
1072	00,81,27,03	lw a4,8(sp)
1076	00,20,07,93	li a5,2
1080	00,f7,16,63	bne a4,a5,1092 # +12
1084	02,01,27,03	lw a5,32(sp)
1088	02,f1,24,23	sw a5,40(sp)
1092	00,81,27,03	lw a4,8(sp)
1096	00,30,07,93	li a5,3
1100	00,f7,16,63	bne a4,a5,1112 # +12
1104	02,01,27,03	lw a5,32(sp)
1108	02,f1,22,23	sw a5,36(sp)
1112	02,c1,27,03	lw a4,44(sp)
1116	02,81,27,03	lw a5,40(sp)
1120	00,f7,18,63	bne a4,a5,1136 # +16
1124	02,c1,27,03	lw a4,44(sp)
1128	02,41,27,03	lw a5,36(sp)
1132	02,f7,04,63	beq a4,a5,1172 # +40
1136	02,01,27,03	lw a4,32(sp)
1140	ff,f0,07,93	li a5,-1
1144	00,f7,18,63	bne a4,a5,1160 # +16
1148	00,10,07,93	li a5,1
1152	02,f1,20,23	sw a5,32(sp)
1156	f9,1f,f0,6f	j 1044 # -112
1160	ff,f0,07,93	li a5,-1
1164	02,f1,20,23	sw a5,32(sp)
1168	f8,5f,f0,6f	j 1044 # -124
1172	00,00,00,13	nop
1176	00,00,00,13	nop
1180	00,07,05,13	mv a0,a5
1184	03,01,01,13	add sp,sp,48
1188	00,00,00,67	ret

```

int main(void) {
    int a1 = 0;
    int a2 = 0;
    int a3 = 0;
    int b1 = 0;
    int b2 = 0;
    int b3 = 0;
    int c1 = 0;
    int c2 = 0;
    //int c3 = 0;
    int symbol = -1;

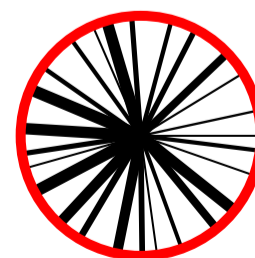
    for (;;) {
        int input = ;

        if (input == 1) {
            a1 = symbol;
        }
        if (input == 2) {
            a2 = symbol;
        }
        if (input == 3) {
            a3 = symbol;
        }

        if (a1 == a2 && a1 == a3) {
            break;
        }

        if (symbol == -1) {
            symbol = 1;
        } else {
            symbol = -1;
        }
    }
}

```



PROJEKT: INIT0
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 file: code/10-variables-2.c