

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,c1,27,03	lw a4,12(sp)
1020	00,20,07,93	li a5,2
1024	00,f7,18,63	bne a4,a5,1040 # +16
1028	fe,5f,f0,ef	jal 1000 # -28
1032	00,05,07,93	mv a5,a0
1036	00,80,00,6f	j 1044 # +8
1040	00,c1,27,03	lw a5,12(sp)
1044	00,07,85,13	mv a0,a5
1048	01,c1,20,03	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 # -68
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 # +16
1092	fa,5f,f0,ef	jal 1000 # -92
1096	00,05,07,93	mv a5,a0
1100	00,f1,24,23	sw a5,8(sp)
1104	00,81,27,03	lw a4,8(sp)
1108	00,50,07,93	li a5,5
1112	fe,e7,d6,e3	bge a5,a4,1092 # -20
1116	f8,df,f0,ef	jal 1000 # -116
1120	00,05,07,13	mv a4,a0
1124	00,c1,27,03	lw a5,12(sp)
1128	00,e7,a0,23	sw a4,0(a5)
1132	00,c1,27,03	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 # +8
1148	fb,1f,f0,6f	j 1068 # -80
1152	00,00,07,93	li a5,0
1156	00,07,85,13	mv a0,a5
1160	01,c1,20,03	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;
}

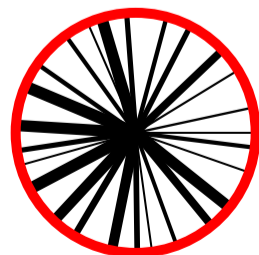
int main(void) {
    start:
    int dice = roll();
    int *p = &dice;

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

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

    return 0;
}

```



PROJEKT: INIT1
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