

1000	fe,01,01,13	add sp,sp,-32
1004	00,01,26,23	sw zero,12(sp)
1008	00,01,28,23	sw zero,16(sp)
1012	00,01,2a,23	sw zero,20(sp)
1016	00,01,2c,23	sw zero,24(sp)
1020	00,01,2e,23	sw zero,28(sp)
1024	00,70,07,93	li a5,0x00000000
1028	00,f1,26,23	sw a5,12(sp)
1032	01,01,27,83	lw a5,16(sp)
1036	00,c1,27,03	lw a4,12(sp)
1040	00,27,97,93	sll a5,a5,2
1044	02,07,87,93	add a5,a5,32
1048	00,27,87,b3	add a5,a5,sp
1052	fe,e7,aa,23	sw a4,-12(a5)
1056	01,01,27,83	lw a5,16(sp)
1060	00,17,87,93	add a5,a5,1
1064	00,f1,28,23	sw a5,16(sp)
1068	01,01,27,03	lw a4,16(sp)
1072	00,30,07,93	li a5,3
1076	00,f7,14,63	bne a4,a5,1084 # +8
1080	00,01,28,23	sw zero,16(sp)
1084	00,c1,27,03	lw a4,12(sp)
1088	00,60,07,93	li a5,6
1092	fa,f7,1e,e3	bne a4,a5,1024 # -68
1096	00,00,07,93	li a5,0
1100	00,07,85,13	mv a0,a5
1104	02,01,01,13	add sp,sp,32
1108	00,00,00,67	ret
1112	00,00,00,00	
1116	00,00,00,00	
1120	00,00,00,00	
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	

```

struct dice {
    int r;
    int idx;
    int data[3];
};

int main(void) {
    struct dice rolls = {0};

    do {
        rolls.r = 0x00000000;

        rolls.data[rolls.idx] = rolls.r;

        rolls.idx++;
        if (rolls.idx == 3) {
            rolls.idx = 0;
        }
    } while(rolls.r != 6);

    return 0;
}

```

