

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	00,c1,27,83	lw a5,12(sp)
1024	00,47,87,93	add a5,a5,4
1028	00,07,a7,83	lw a5,0(a5)
1032	01,c1,27,83	lw a4,28(sp)
1036	00,f7,1a,63	bne a4,a5,1056 # +20
1040	00,c1,25,83	lw a0,12(sp)
1044	fd,5f,f0,ef	jal 1000 # -44
1048	00,05,07,93	mv a5,a0
1052	00,80,00,6f	j 1060 # +8
1056	01,c1,27,83	lw a5,28(sp)
1060	00,07,85,13	mv a0,a5
1064	02,c1,20,83	lw ra,44(sp)
1068	03,01,01,13	add sp,sp,48
1072	00,00,00,67	ret
1076	fe,01,01,13	add sp,sp,-32
1080	00,11,2e,23	sw ra,28(sp)
1084	00,01,22,23	sw zero,4(sp)
1088	00,01,24,23	sw zero,8(sp)
1092	00,01,26,23	sw zero,12(sp)
1096	00,41,07,93	add a5,sp,4
1100	00,07,85,13	mv a0,a5
1104	f9,9f,f0,ef	jal 1000 # -104
1108	00,05,07,93	mv a5,a0
1112	00,f1,22,23	sw a5,4(sp)
1116	00,41,07,93	add a5,sp,4
1120	00,07,85,13	mv a0,a5
1124	f8,5f,f0,ef	jal 1000 # -124
1128	00,05,07,93	mv a5,a0
1132	00,f1,26,23	sw a5,12(sp)
1136	00,41,27,83	lw a4,4(sp)
1140	00,81,27,83	lw a5,8(sp)
1144	00,f7,07,33	add a4,a4,a5
1148	00,c1,27,83	lw a5,12(sp)
1152	00,f7,07,33	add a4,a4,a5
1156	00,80,07,93	li a5,8
1160	00,f7,04,63	beq a4,a5,1168 # +8
1164	fb,df,f0,6f	j 1096 # -68
1168	00,00,07,93	li a5,0
1172	00,07,85,13	mv a0,a5
1176	01,c1,20,83	lw ra,28(sp)
1180	02,01,01,13	add sp,sp,32
1184	00,00,00,67	ret
1188	00,00,00,00	

```

int roll(int *pdice) {
    int n = 0;

    if (n == pdice[1])
        return roll(pdice);

    return n;
}

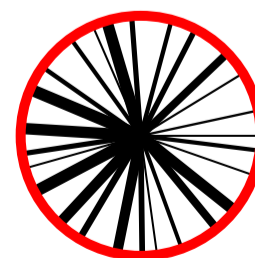
int main(void) {
    int dice[3] = {0};

start:
    dice[0] = roll(dice);
    dice[2] = roll(dice);

    if (dice[0] + dice[1] + dice[2] != 10)
        goto start;
}

return 0;
}

```



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 file: code/12-array-1.c