

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 a4,28(sp)
1024	00,c1,27,03	lw a5,12(sp)
1028	00,f7,1a,63	bne a4,a5,1048 # +20
1032	00,c1,25,03	lw a0,12(sp)
1036	fd,df,f0,ef	jal 1000 # -36
1040	00,05,07,93	mv a5,a0
1044	00,00,00,6f	j 1052 # +8
1048	01,c1,27,03	lw a5,28(sp)
1052	00,07,05,13	mv a0,a5
1056	02,c1,20,03	lw ra,44(sp)
1060	03,01,01,13	add sp,sp,48
1064	00,00,00,67	ret
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 a0,12(sp)
1084	fa,df,f0,ef	jal 1000 # -84
1088	00,a1,26,23	sw a0,12(sp)
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 # -20
1104	00,c1,27,03	lw a5,12(sp)
1108	00,07,05,13	mv a0,a5
1112	01,c1,20,03	lw ra,28(sp)
1116	02,01,01,13	add sp,sp,32
1120	00,00,00,67	ret
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	

```

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

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

    return n;
}

int main(void) {
    int dice = 0;

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

    return dice;
}

```

