

%rax




-8 (%rbp)




%edi



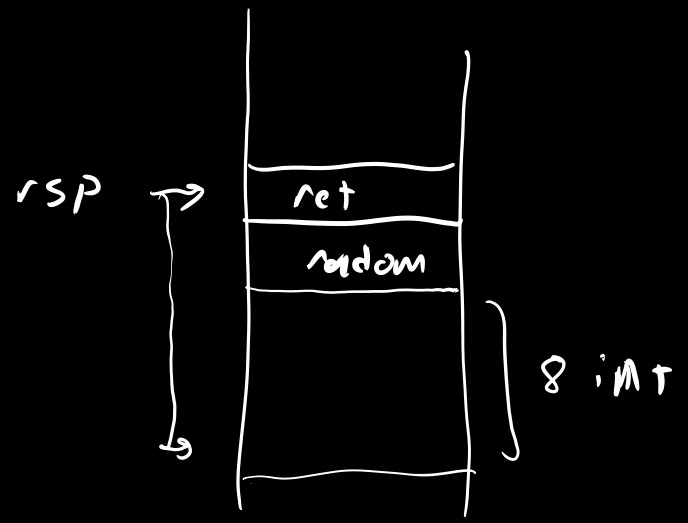
-68 (%rbp)

6x4 

 int 4 bit

int x[8]

x[6+argc]



FFF

000

int



float



struct

array

ptr

```

    if ( a )
    {
        if ( b )
        {
            y;
            z;
            x;
        }
        else
        {
            else
        }
    }

```

```

    if ( b ) {
        x;
        y;
    }

```

```

    if ( b )
    {
        x;
        y;
    }

```

a	b	z	run
0	0	Y	N
0	1	Y	N
1	0	Y	
1	1	N	

```

    if ( a ) {

```

```

    }

```