

```

void f() {
    int a[16];
    int i, x = 99, y = 97; // 1

    if (x < y) { // 2
        a[0] = 0; // 3
        for (i = 1; i < 16; ++i) { // 4
            a[i] = y / i; // 5
        }
    }
}

```

```

section .text
global f
f:
    push    ebp
    mov     ebp, esp
    sub     esp, 88

    mov     DWORD [ebp-8], 99 ; (1)
    mov     DWORD [ebp-4], 97 ; (2)
    mov     eax, DWORD [ebp-8] ; (3)
    sub     eax, DWORD [ebp-4] ; (4)
    jge     L5 ; (5)
    mov     DWORD [ebp-76], 0 ; (6)
    mov     DWORD [ebp-12], 1 ; (7)
L3:
    cmp     DWORD [ebp-12], 15 ; (8)
    jg      L5 ; (9)
    mov     ecx, DWORD [ebp-12] ; (10)
    mov     edx, DWORD [ebp-4] ; (11)
    mov     eax, edx ; (12)
    sar     edx, 31 ; (13)
    idiv    ecx ; (14)
    mov     DWORD [ebp-76+ecx*4], eax ; (15)
    add     DWORD [ebp-12], 1 ; (16)
    jmp     L3 ; (17)

L5:
    leave
    ret

```