

```

1      .file      "loop_invariant.c"
2      .def       __main;      .scl      2;  .type      32; .endef
3      .text
4      .globl __main
5      .def       __main;      .scl      2;  .type      32; .endef
6      __main:
7          pushl   %ebp
8          movl    %esp, %ebp
9          subl    $456, %esp
10         andl    $-16, %esp
11         movl    $0, %eax
12         addl    $15, %eax
13         addl    $15, %eax
14         shrl    $4, %eax
15         sall    $4, %eax
16         movl    %eax, -444(%ebp)
17         movl    -444(%ebp), %eax
18         call    __alloca
19         call    __main
20         movl    $0, -12(%ebp)
21         movl    $10, -428(%ebp)
22     L2:
23         cmpl    $99, -12(%ebp)
24         jg      L3
25         movl    -12(%ebp), %edx
26         movl    -428(%ebp), %eax
27         imull   -428(%ebp), %eax
28         imull   -428(%ebp), %eax
29         movl    %eax, -424(%ebp,%edx,4)
30         leal    -12(%ebp), %eax
31         incl    (%eax)
32         jmp     L2
33     L3:
34         leave
35         ret
36

```