0x08048d02 <+0>:push   %ebp
   0x08048d03 <+1>:mov    %esp,%ebp
   0x08048d05 <+3>:push   %esi
   0x08048d06 <+4>:push   %ebx
   0x08048d07 <+5>:sub    $0x30,%esp
   0x08048d0a <+8>:lea    -0x20(%ebp),%eax
   0x08048d0d <+11>:mov    %eax,0x4(%esp)
   0x08048d11 <+15>:mov    0x8(%ebp),%eax
   0x08048d14 <+18>:mov    %eax,(%esp)
   0x08048d17 <+21>:call   0x804914a <read\_six\_numbers>
   0x08048d1c <+26>:cmpl   $0x0,-0x20(%ebp)//first int.
   0x08048d20 <+30>:jns    0x8048d27 <phase\_2+37>
   0x08048d22 <+32>:call   0x8049108 <explode\_bomb>
   0x08048d27 <+37>:mov    $0x1,%ebx//set ebx = 0x1
   0x08048d2c <+42>:lea    -0x20(%ebp),%esi//set esi to the address of the first element of the array
   0x08048d2f <+45>:mov    -0x4(%esi,%ebx,4),%eax//eax = esi + ebx \* 4
   0x08048d33 <+49>:sub    %ebx,%eax//phase
   0x08048d35 <+51>:cmp    %eax,(%esi,%ebx,4)
   0x08048d38 <+54>:je     0x8048d3f <phase\_2+61>
   0x08048d3a <+56>:call   0x8049108 <explode\_bomb>
   0x08048d3f <+61>:add    $0x1,%ebx
   0x08048d42 <+64>:cmp    $0x6,%ebx
   0x08048d45 <+67>:jne    0x8048d2f <phase\_2+45>
   0x08048d47 <+69>:add    $0x30,%esp
   0x08048d4a <+72>:pop    %ebx
   0x08048d4b <+73>:pop    %esi
   0x08048d4c <+74>:pop    %ebp
   0x08048d4d <+75>:ret