

ARMAssemblyInt:BigEx:C

setBit C Code

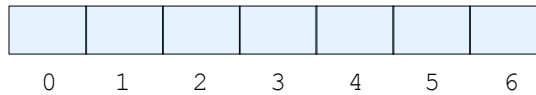
```
static int checkNum(unsigned toTest, unsigned primeSet[]) {
    int divisor;

    for (divisor = 2; divisor < toTest && toTest % divisor != 0; divisor++)
        ;

    if (divisor == toTest)
        setBit(toTest, primeSet);

    return divisor == toTest;
}
```

primeSet



```
111 checkNum:
112     stmfd  sp!, {fp, lr}
113     add   fp, sp, #4
114     sub   sp, sp, #16
115     str   r0, [fp, #-16]
116     str   r1, [fp, #-20]
117     mov   r3, #2
118     str   r3, [fp, #-8]
119     b     .L13
120 .L15:
121     ldr   r3, [fp, #-8]
122     add   r3, r3, #1
123     str   r3, [fp, #-8]
124 .L13:
125     ldr   r2, [fp, #-8]
126     ldr   r3, [fp, #-16]
127     cmp   r2, r3
128     bcs   .L14
129     ldr   r3, [fp, #-8]
130     ldr   r2, [fp, #-16]
131     mov   r0, r2
132     mov   r1, r3
133     bl   __aeabi_uidivmod
134     mov   r3, r1
135     cmp   r3, #0
136     bne   .L15
137 .L14:
138     ldr   r2, [fp, #-8]
139     ldr   r3, [fp, #-16]
140     cmp   r2, r3
141     bne   .L16
142     ldr   r0, [fp, #-16]
143     ldr   r1, [fp, #-20]
144     bl   setBit
145 .L16:
146     ldr   r2, [fp, #-8]
147     ldr   r3, [fp, #-16]
148     cmp   r2, r3
149     moveq r3, #1
150     movne r3, #0
151     uxtb  r3, r3
152     mov   r0, r3
153     sub   sp, fp, #4
154     ldmfd sp!, {fp, pc}
```