1) What does this do? (x86-32)
pushl %ebp
movl %esp, %ebp
pushl %eax
movl 8(%ebp), %eax
movl %eax, -4(%ebp)
movl -4(%ebp), %eax
addl $5, %eax
addl $4, %esp
popl %ebp
retl

2) Write this in assembly:

```c
int addTenPointer(int* intPointer) {
    return *intPointer + 10;
}
```

3) What does this do? Any optimizations possible?
pushl %ebp
movl %esp, %ebp
pushl %eax
movl $0, -4(%ebp)
LBB2_1:
cmpl $10, -4(%ebp)
jege LBB2_3
movl -4(%ebp), %eax
addl $1, %eax
movl %eax, -4(%ebp)
jmp LBB2_1
LBB2_3:
movl -4(%ebp), %eax
addl $4, %esp
popl %ebp
retl