

En détails, avec volatile

```
volatile uint32_t i = 10; while (i-- > 0) { }
010096: 1800 40F1 000A 0000 MOVX.A #0x0000a,0x00000(SP)
01009e: 412E                MOV.W @SP,R14
0100a0: 411F 0002          MOV.W 0x0002(SP),R15
0100a4: 831E                DEC.W R14
0100a6: 730F                SBC.W R15
0100a8: 4E81 0000          MOV.W R14,0x0000(SP)
0100ac: 4F81 0002          MOV.W R15,0x0002(SP)
0100b0: 933F                CMP.W #-1,R15
0100b2: 2002                JNE (0x00b8)
0100b4: 933E                CMP.W #-1,R14
0100b6: 240D                JEQ (0x00d2)
    $C$L7:
0100b8: 412E                MOV.W @SP,R14
0100ba: 411F 0002          MOV.W 0x0002(SP),R15
0100be: 831E                DEC.W R14
0100c0: 730F                SBC.W R15
0100c2: 4E81 0000          MOV.W R14,0x0000(SP)
0100c6: 4F81 0002          MOV.W R15,0x0002(SP)
0100ca: 933F                CMP.W #-1,R15
0100cc: 23F5                JNE (0x00b8)
0100ce: 933E                CMP.W #-1,R14
0100d0: 23F3                JNE (0x00b8)
```

Sans volatile

```
65      ind = 10; while (ind-- > 0) { }
    $C$L8:
0100d2: 403F 000A          MOV.W #0x000a,R15
0100d6: 831F                DEC.W R15
0100d8: 933F                CMP.W #-1,R15
0100da: 27AE                JEQ (0x0038)
    $C$L9:
0100dc: 831F                DEC.W R15
0100de: 933F                CMP.W #-1,R15
0100e0: 27AB                JEQ (0x0038)
0100e2: 3FFC                JMP (0x00dc)
0100e4: 4303                NOP
```