

# Introduction to Assembly Programming

Luís Nogueira, Orlando Sousa

lmn@isep.ipp.pt, oms@isep.ipp.pt

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## Notes:

- Each exercise should be solved in a modular fashion. It should be organised in two or more modules and compiled using the rules described in a Makefile
- Unless clearly stated otherwise, the needed data structures for each exercise must be declared as global variables in the main C module
- The code should be commented and indented

1. Create a Makefile for compiling the following files: `asm.h`, `asm.s`, and `main.c`. The compilation process must keep debug information. Then, run the program in debug mode (with GDB).

```
/******asm.h*****/  
#ifndef ASM_H  
#define ASM_H  
void sum(void);  
#endif  
  
/******asm.s*****/  
.section .data  
.global op1  
.global op2  
.global res  
  
.section .text  
.global sum    # void sum(void)  
sum:  
    movl op1(%rip), %ecx    #place op1 in ecx  
    movl op2(%rip), %eax    #place op2 in eax  
    addl %ecx, %eax         #add ecx to eax. Result is in eax  
    movl %eax, res(%rip)    # copy the result to res  
    ret
```

```

/*****main.c*****/
#include <stdio.h>
#include "asm.h"

int op1=0, op2=0,res=0;

int main(void) {
    printf("Valor op1:");
    scanf("%d",&op1);
    printf("Valor op2:");
    scanf("%d",&op2);
    sum();
    printf("sum = %d:0x%x\n", res,res);
    return 0;
}

```

2. Change the function `void sum` in the previous exercise to `int sum()`. The returned value should be stored in a local variable of the main function. In other words, the `res` variable is no longer needed.
3. Add an assembly function `long another_sum()` to the previous exercise to perform the following operation:  $(CONST - op1) + (CONST - op2) + CONST$ . `CONST` should be a constant with the value 20 declared in the Assembly module.
4. Add an assembly function `long yet_another_sum()` to the previous exercise to perform the following operation:  $op4 + op3 - op2 - op2 + op1 - op4$ , adding the needed variables to your program. The variables `op3` and `op4` should be declared in Assembly with type *quad*, but should also be accessible from C.

To print a signed 64 bits variable, use the "%ld" specifier. For unsigned longs, use the "%lu" specifier. More information can be found at <http://man7.org/linux/man-pages/man3/printf.3.html>

5. Add a function `short swapBytes()` to the previous exercise. This function, that must be implemented in Assembly, reads a short `s1`, and exchanges the two bytes of the short.
6. Create a new program to manipulate short values. Implement, in Assembly, the function `short exchangeBytes()`. This function manipulates the bytes of two 16-bit variables, `op1` and `op2`. The most significant byte of `op2` becomes the new least significant byte. Also, the new most significant byte should be twice the value of the previous least significant byte of `op1`. The function should return the new short value.

To print a signed 16 bits variable, use the "%hd" specifier. For unsigned shorts, use the "%hu" specifier. More information can be found at <http://man7.org/linux/man-pages/man3/printf.3.html>

7. Add a function `short crossSubBytes()` to the previous exercise. This function, that must be implemented in Assembly, subtracts two short values, `short s1` and `short s2`, in a crossed fashion. The function should subtracts to the most significant byte `s1` the least significant byte of `s2` and vice-versa. The computed result should be returned in a single short.
8. Repeat the previous exercise but, this time, the needed variables must be declared in Assembly.
9. Implement an Assembly function `long sum_and_subtract()` to perform the following operation:  $C - A + D - B$ . `A` is a 32-bit variable, `B` is a 8-bit variable, while `C` and `D` are both 16-bit variables. The function should return a 64-bit value that must be printed in C.

10. Implement an Assembly function `long long sum3ints()` to perform the following operation: `op1 + op2 + op3` (all 32-bit values declared in C). The function should return a 64-bit value that must be printed in C.
11. Create an Assembly function `char verify_flags()` that sums two 16-bit variables, `short op1` and `short op2`, and check if such operation activates the carry and overflow flags. The function should return 1 if any of those flags is activated, or 0 otherwise. Test the function with several values and show the obtained results accordingly.
12. Implement an Assembly function `char isMultiple()` to check if the number A is multiple of B. The function should return 1 if that is the case, or 0 otherwise. Both A and B should be long values declared in C.
13. Implement an Assembly function `int getArea()` to compute the area of a trapeze. The lengths and height of the trapeze are stored in three short variables declared in C, `short length1`, `short length2` and `short height`, respectively.

`area = (length1 + length2)*height/2`

14. Repeat the previous exercise, but this time the lengths and height of the trapeze are stored in three integer variables, `length1`, `length2` and `height`, declared in Assembly, but also accessible from C. The computed result should be printed in C.
15. Create an assembly function `int compute()` to perform the following operation (all 32-bit variables): `((A * B) - C * A) / D`.
16. Implement a function `int steps()` that, given a number (a 64-bit integer value stored in variable `long num`), computes its result according to the following set of successive steps:
  - a) Divides by 3
  - b) Adds 6
  - c) Multiplies by 3
  - d) Adds 12
  - e) Subtracts `num`
  - f) Subtracts 4
 The obtained result should be printed in C.

17. Implement a basic calculator with support for the following integer arithmetic operations: sum, subtraction, multiplication, division, modulus, powers of 2 and 3. Each of these operations should be implemented in a separate function in Assembly. The integer operands should be declared in C, while the computed result should be a 32-bit value declared in Assembly.
18. Create an Assembly function (`int sigma()`) to perform the following operation:

$$\sum_{i=1}^n i^2 * A^3 / B$$

A and B should be constants defined in Assembly (with the values 3 and 4), while n should be an int declared in C.

19. Consider that the air conditioning system "HotCold" needs:
  - four minutes to decrease one Celsius degree;
  - three minutes to increase one Celsius degree.

Create an Assembly function `short needed_time()` that, given the current and the desired temperatures, computes the time (in seconds) required to change to the desired temperature. `current` and `desired` should be 8-bit variables. The function should return the computed result as a 16-bit value.

20. Create an Assembly function `char check_num()` that, given a 16-bit variable (`num`), returns:

- 1, if `num` is even and negative;
- 2, if `num` is odd and negative.
- 3, if `num` is even and positive (without sign);
- 4, if `num` is odd and positive (without sign);

21. Your company will raise the salary of its employees according to the following table:

Code	Position	Raise in Salary
10	Manager	500 euros
11	Engineer	400 euros
12	Technician	300 euros
All other codes	All other positions	250 euros

Create an Assembly function `int new_salary()` that, given two 16-bits variables (`code` and `currentSalary`) declared in C, returns the new salary.

22. Code all these functions in Assembly and C. Compare the obtained results.

```
int f(){
    if (i == j)
        h = i - j + 1;
    else
        h = i + j -1;
    return h;
}
```

```
int f2(){
    if (i > j)
        i = i - 1;
    else
        j = j + 1;
    h = j * i;
    return h;
}
```

```
int f3(){
    if (i >= j) {
        h = i * j;
        g = i + 1;
    }
    else {
        h = i + j;
        g = i + j + 2;
    }
    r = g / h;
    return r;
}
```

```
int f4(){
    if (i + j < 10)
        h = 4 * i * i;
    else
        h = j * j / 3;
    return h;
}
```