



▼ FII Iasi

Arhitectura calculatoarelor si
sisteme de operare

Probabilități și Statistică

Orar

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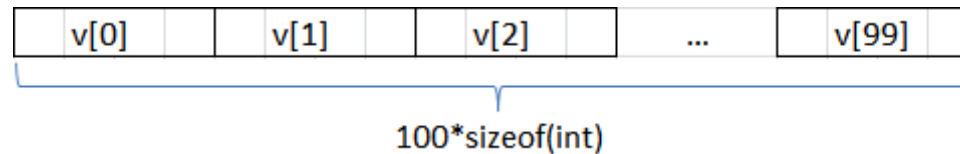
Laboratorul 11

- * vectori 1D și 2D (reprezentare în memorie și metode de acces la un element)
- * tablouri și pointeri

Instrucțiunea **LEA dest, source** (load effective address)

Vector 1D

```
int v[100];    //static  
sau  
int* v = (int*)malloc(100*sizeof(int)); //dinamic
```



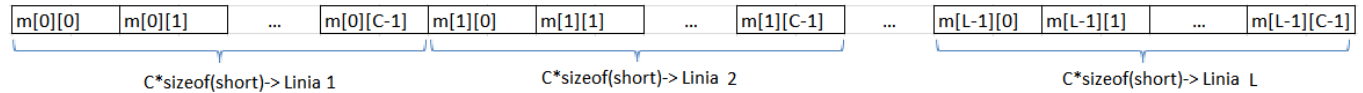
Accesarea elementelor

```
v[i]=5;  
*(v+i)=5;  
*((int*)((unsigned)v+sizeof(int)*i))=5;
```

```
_asm{  
    LEA edi, v  
    MOV ecx, i  
    MOV dword ptr [edi+4*ecx],5  
}
```

Matrice statica

```
#define L 100
#define C 50
short m[L][C];
```



Accesarea elementelor

```
m[i][j] = 5;
*((short*)m[i]) + j = 5;
*((short*)m + i * C + j) = 5;
*((short*)((unsigned)m + i * C * sizeof(short) + j * sizeof(short))) = 5;

_asm{
    LEA edi, m
    mov eax, C
    mov ebx, i
    mov ecx, j
    mul ebx
    add eax, ecx
    shl eax, 1
    add edi, eax
    mov word ptr [edi], 5
}
```

Transmiterea matricei ca parametru unei functii

```
#include <stdio.h>
#include <malloc.h>
#define L 10
#define C 20

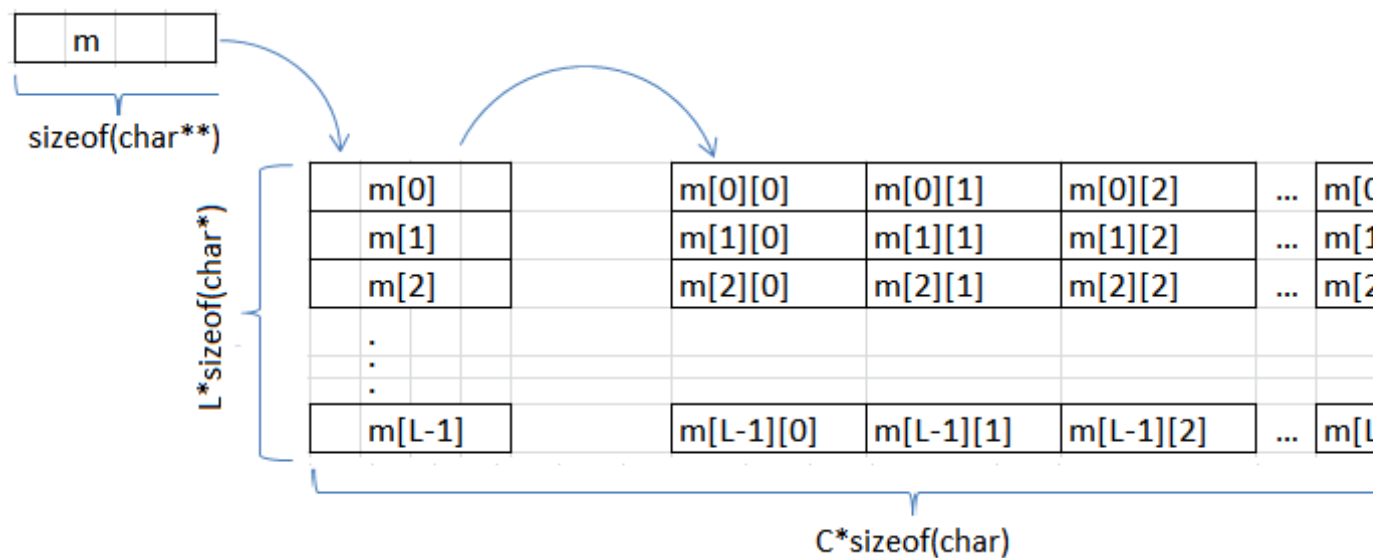
int f(int m[][C]){
    //returnarea lui m[0][0]
```

```
_asm{
mov eax,[ebp+8]
mov eax,[eax]
}
}
void main()
{
int m[L][C];
m[0][0]=1024000;
int x = f(m); //vectorii si matricele se transmit prin referinta
printf("%d\n",x); // se afiseaza 1024000
}
```

Matrice dinamica

```
#define L 10
#define C 20

char** m;
m = (char**)malloc(L*sizeof(char*));
for(int idx=0;idx<L;idx++){
    m[idx] = (char*)malloc(C*sizeof(char));
}
```



Accesarea elementelor

```
m[i][j]=5;
*(*(m+i)+j)=5;
*((char*)((unsigned)*((char**)((unsigned)m+i*sizeof(char*))))+j*sizeof(char))=5
```

```
_asm{
  mov edi,m
  mov ebx,i
  mov ecx,j
  mov edi,[edi+4*ebx]
  mov byte ptr [edi+ecx],5
}
```

Ex 1

```
#include <stdio.h>

//interschimbatii valorile variabilelor a si b
void swap (int *a, int *b)
{
  _asm{
    //completati
```

```

}
}

void main()
{
    int a=2, b=3;
    swap(&a,&b);
    printf("%d %d", a, b);
}

```

Ex 2

```

#include <stdio.h>

//Calculati suma elementelor pare dintr-un vector.
int suma_pare_vector (int *, int )
{
    _asm
    {
        //completati
    }
}

void main()
{
    int v[5]={5,1,2,3,6};
    int *p=v;
    int s;

    _asm{
        //completati
    }

    printf("Suma: %d", s);
}

```

EX 3

```
#include <stdio.h>
//Determinati numarul de vocale dintr-un sir de caractere
int lungime(char *)
{
    _asm{
        //completati
    }
}

void main()
{
    char *sir="Numarul de vocale";
    int l;

    _asm{
        //completati
    }

    printf("Numarul de vocale este: %d\n", l);
}
```

EX 4

```
#include <stdio.h>
//Construiti matricea unitate (1 pe diagonala, 0 in rest)
void matrice_unitate(int *, int )
{
    _asm{
        //completati
    }
}

void main()
{
    int n=5;
    int mat[5][5];
    int *p = mat[0];
}
```

```

_asm
{
//completati
}

for(int i=0; i<n; i++)
{
for(int j=0; j<n; j++)
printf("%d ", mat[i][j]);
printf ("\n");
}
}

```

Ex 5

```

#include <stdio.h>
#include <malloc.h>
//Construisti matricea unitate (1 pe diagonala, 0 in rest)
void matrice_unitate(int **, int )
{
    _asm{
        //completati
    }
}

void main()
{
    int n=5,i;
    int **mat;
    mat = (int**)malloc(n*sizeof(int*));
    for(i=0;i<n;i++){
        mat[i] = (int*)malloc(n*sizeof(int));
    }

    _asm
    {
        //completati
    }

    for(int i=0; i<n; i++)

```

```

    {
        for(int j=0; j<n; j++)
            printf("%d ", mat[i][j]);
        printf ("\n");
    }
}

```



 l11p1.txt (0k)	Alexandru Baetu, 24 ian. 2014, 04:37	v.1	↓
 l11p2.txt (1k)	Alexandru Baetu, 24 ian. 2014, 05:47	v.1	↓
 l11p3.txt (1k)	Alexandru Baetu, 24 ian. 2014, 05:08	v.1	↓
 l11p4.txt (1k)	Alexandru Baetu, 24 ian. 2014, 05:45	v.1	↓
 l11p5.txt (1k)	Alexandru Baetu, 24 ian. 2014, 07:18	v.1	↓