Microprocessor and Assembly Language CSC-321

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The Procedures

OUTLINE

- **Procedure**
  - Introduction
  - Syntax
  - CALL and RET instructions
  - Example

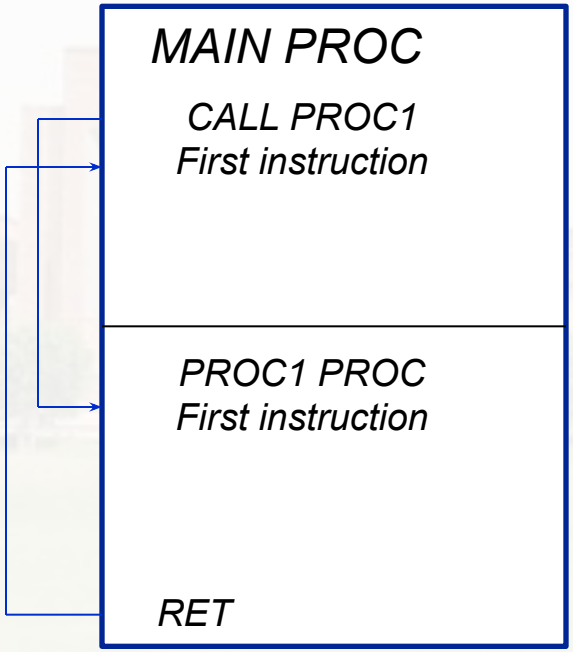
- **References**
  - **Chapter 8, Section 8.3, 8.4 & 8.5,** Ytha Yu and Charles Marut, “Assembly Language Programming and Organization of IBM PC

Creating Procedures

- Large problems can be divided into smaller tasks to make them more manageable
- A procedure is the assembly equivalent of a Java or C function.
- Following is an assembly language procedure named **sample**:

```
sample PROC
   .
   .
   ret
sample ENDP
```

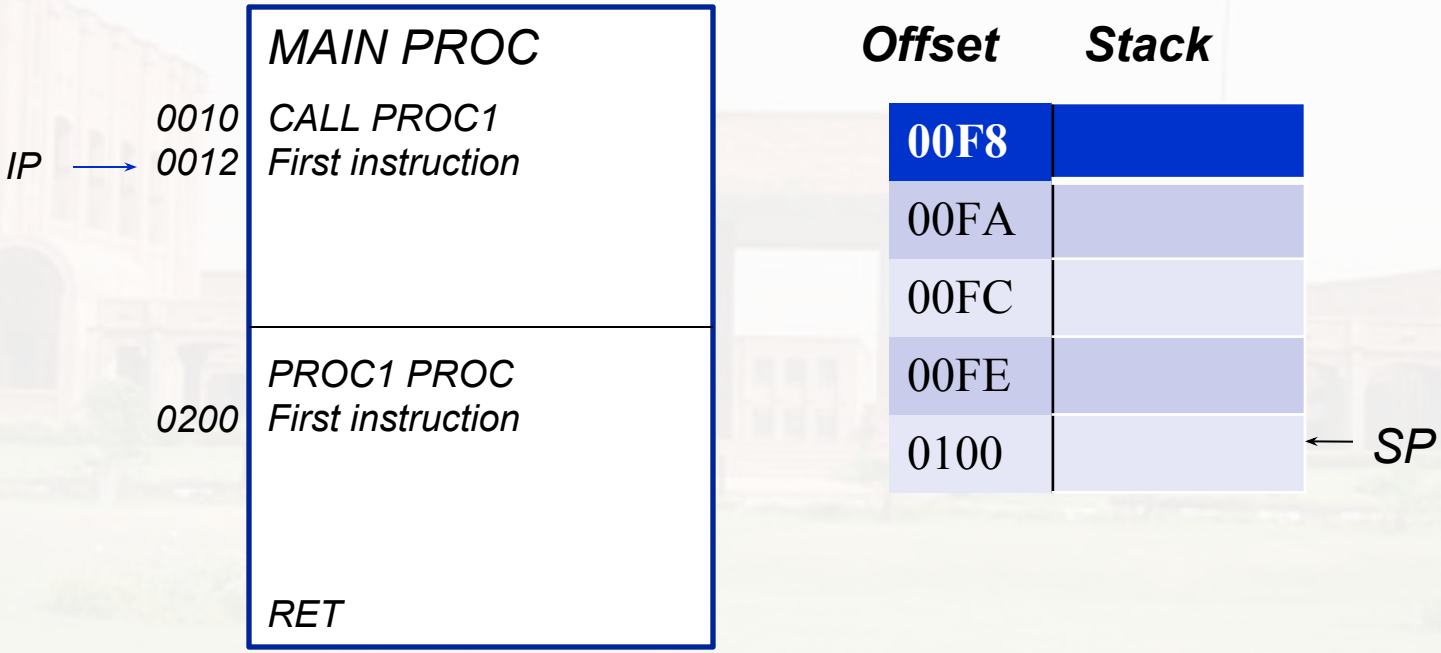
Procedure call and return



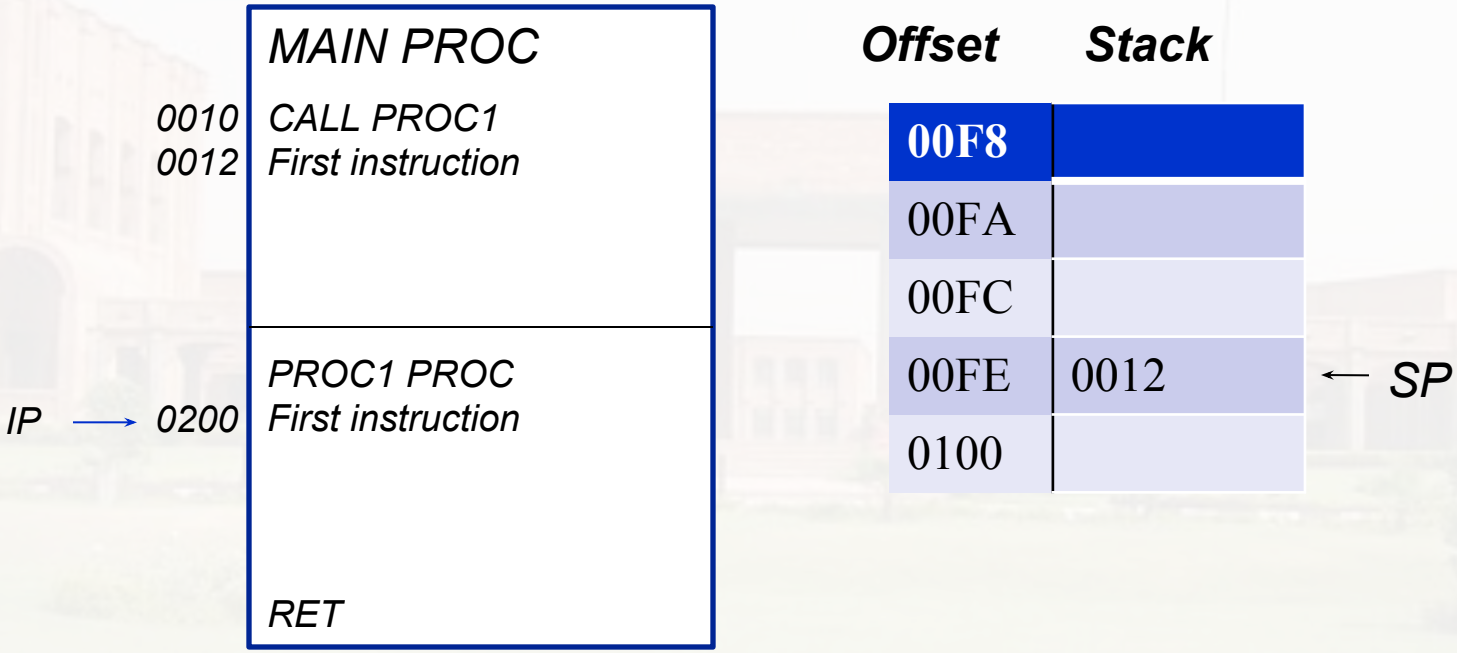
CALL and RET Instructions

- The CALL instruction calls a procedure
  - pushes offset of next instruction on the stack
  - copies the address of the called procedure into IP (Note: IP=Instruction Pointer)
- The RET instruction returns from a procedure
  - pops top of stack into IP

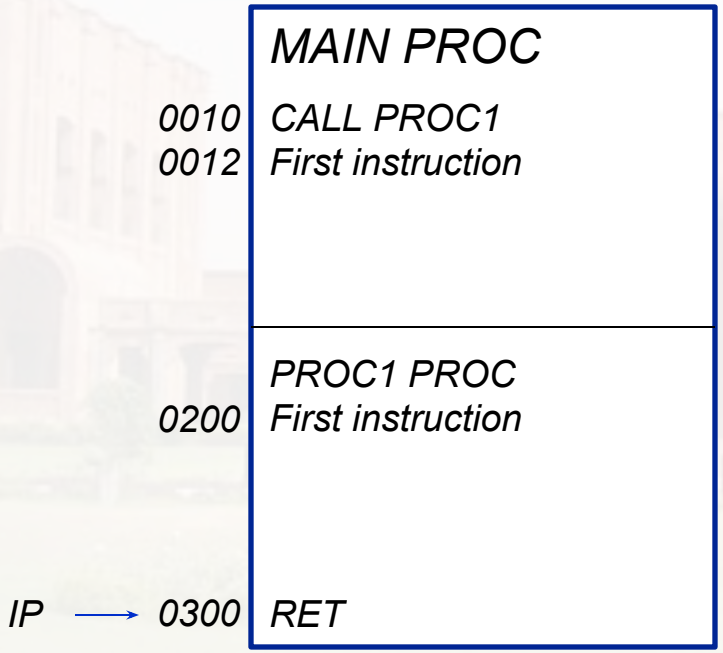
Before Call

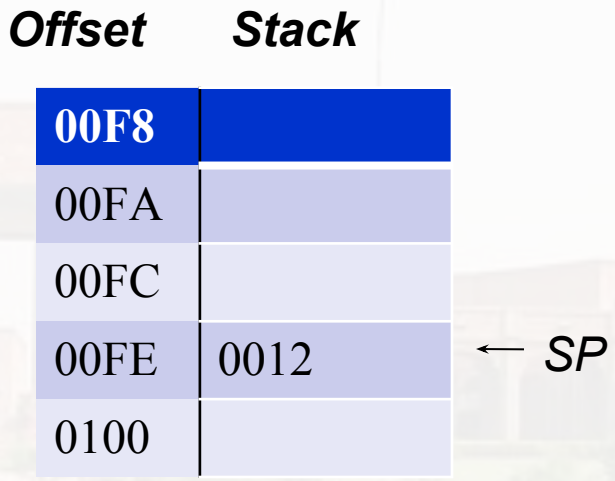

MAIN PROC
0010 CALL PROC1
IP 0012 First instruction
PROC1 PROC
0200 First instruction
RET
Offset
Stack
00F8
00FA
00FC
00FE
0100
SP

After Call

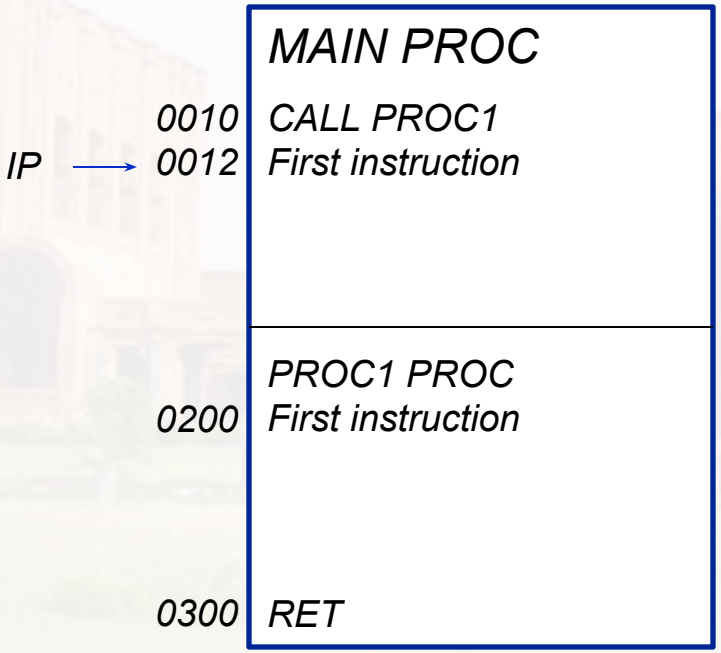

MAIN PROC
0010 CALL PROC1
0012 First instruction
PROC1 PROC
IP 0200 First instruction
RET
Offset
Stack
00F8
00FA
00FC
00FE
0012
0100
SP

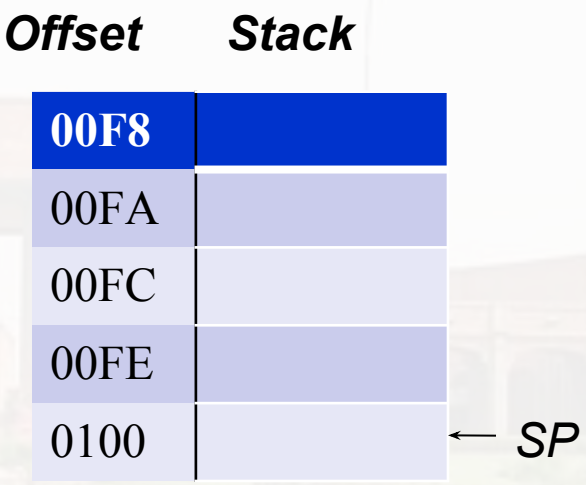
Before RET


MAIN PROC
0010 CALL PROC1
0012 First instruction
PROC1 PROC
0200 First instruction
IP
0300 RET


Offset
Stack
00F8
00FA
00FC
00FE
0012
0100
SP

After RET


MAIN PROC
0010
CALL PROC1
IP
0012
First instruction
PROC1 PROC
0200
First instruction
0300
RET


Offset
Stack
00F8
00FA
00FC
00FE
0100
SP

Example

- Write a procedure that adds numbers in AX and BX and save their answer in AX.

```
org 100h

; add your code here
.code
main proc
mov ax, 1234h
mov bx, 1234h

call sum

ret
main endp

sum proc

add ax, bx

ret
sum endp
```

For Practice

- Exercise Ch#8: Q9 and Q10.