

– Lab 1.2 –

3.d.i.2.a.

```
.method private hidebysig static int32  Add(int32 a,
                                           int32 b) cil managed
{
    // Code size          9 (0x9)
    .maxstack 2           //JIT should reserve 2 stack cells for this method.
    .locals init (int32 V_0) //Local variable declaration.
    IL_0000:  nop          //Do nothing (Can be used for debugging
                          //or code optimization).
    IL_0001:  ldarg.0       //Load the 1st argument on the evaluation stack.
    IL_0002:  ldarg.1       //Load the 2nd argument on the evaluation stack.
    IL_0003:  add           //Add the top 2 values on the stack and push their sum
                          //back on the top of the stack.
    IL_0004:  stloc.0       //Pop a value from the stack into the local variable.
    IL_0005:  br.s          IL_0007 //Branch to target (what happened to IL_0006?)
    IL_0007:  ldloc.0       //Load the local variable on the evaluation stack.
    IL_0008:  ret           //Return from method.
} // end of method Calc::Add
//NOTE:      Since the instruction "add" loads the method's return value (the sum) on the stack's top,
//            the local variable is probably used (in IL_0004 - IL_0007) for debugging purposes.
```

3.e.ii.

The file "calc.il" contains the manifest (metadata) and the IL code from the file "add.netmodule".
The file "calc.res" is a Win32 resource file, which was generated from the file "add.netmodule".

3.g.iii.1.

The class "Calc" is not recognized by the class "Program", because it was compiled separately, as a module. Therefore, this error can be fixed by explicitly adding the module file "calc.netmodule" during the compilation of the source file "program.cs".

3.g.iv.1.

Since "Add" and "Subtract" are **private** methods of the class "Calc", they cannot be accessed outside of it. To allow the class "Program" access to these methods, they have to be set as **public**.

3.g.x.3.

We see the metadata of the executable file “calc.exe”.