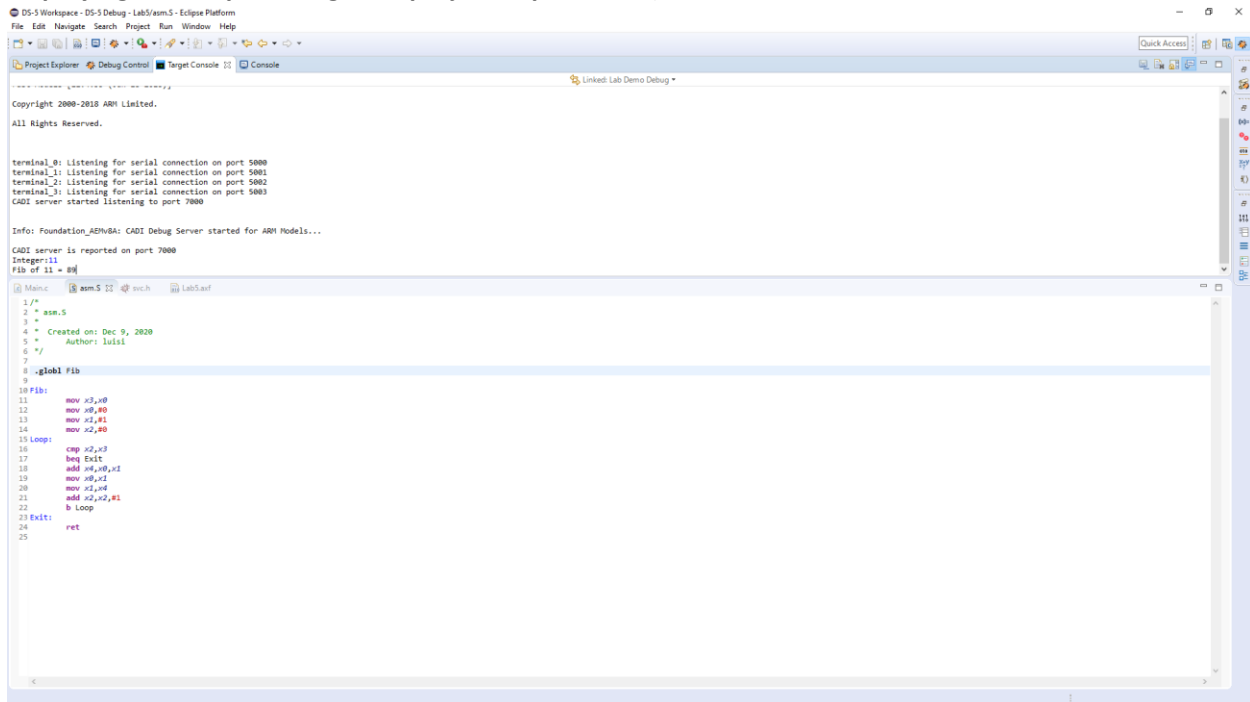
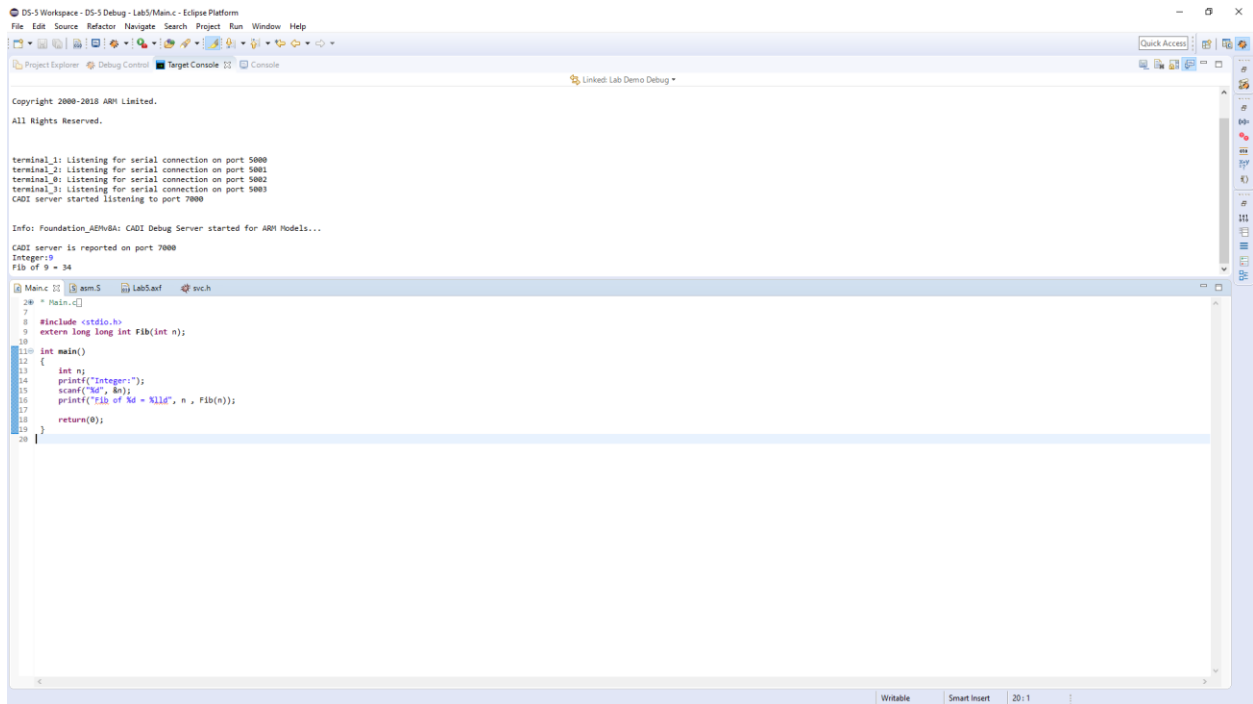
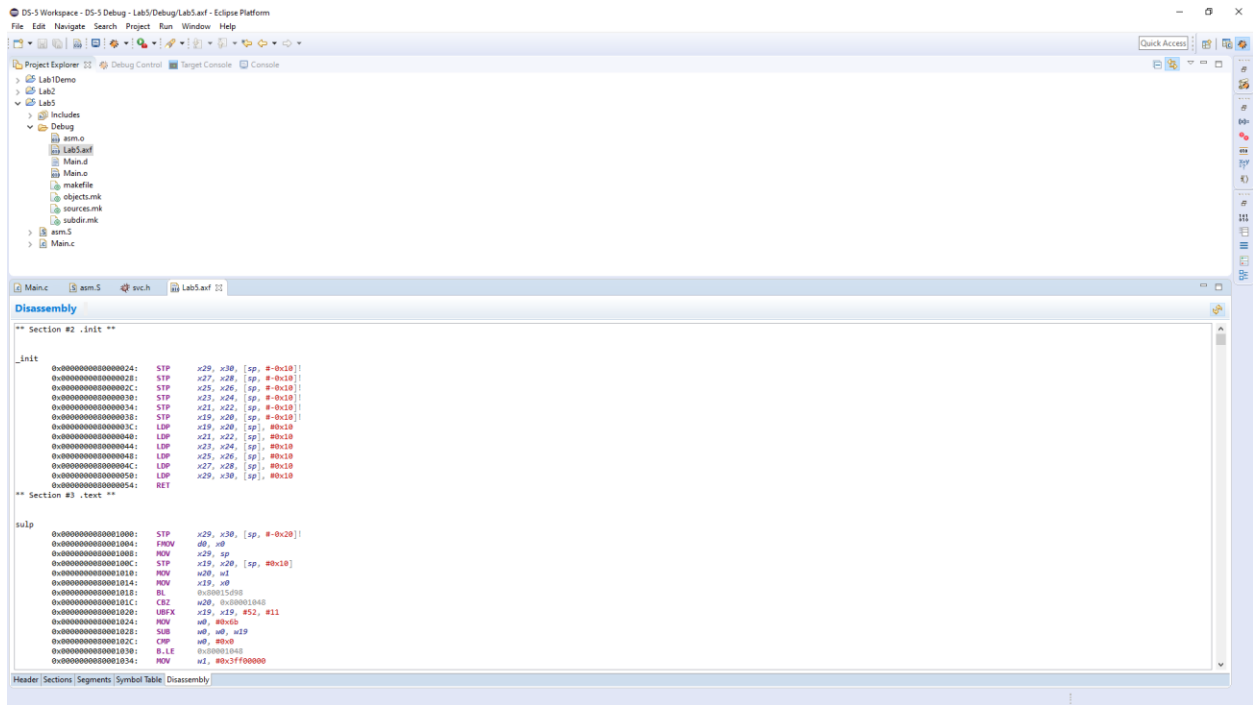


Lab 5:

C program and assembly program along with screenshots (building and executing in debug window displaying the output along with project explorer tab).





In brief mention the different variables and registers that are used by the program by making use of the debug control window and the .axf file. Also provide the start address and end address of each function (init, start, main, and the address of all the implemented functions)

The value n in the c program represents X0 in the program. In the first part of the assembly code, I move X0 to X3, so that the value entered by the user would be stored. I decided to go with this method after initially having trouble having X1 giving the N value, when X0 had the value given by the user, and having a better explanation from Geraldine on what exactly the initial variables should be.

I decided to give X0-X2 a value, X0 would be 0, X1 would be 1 and X2 would be 0. X0 and X1 represents the first two numbers in the Fibonacci sequence. The loop begins with comparing X2, 0, and X3, the integer the user inputted. If the value of X2 and X3 are equal, it will stop the loop and give the Fibonacci value. If they are not equal than the program will begin by having X4 equal to the value of $X0 + X1$. Afterwards, the value of X1 would move to the X0 register, and the value of X4 would move to the X1 register. By moving these values, it duplicates how the value of any Fibonacci integer would be the addition of the previous two values before the selected N. Finally, 1 would be added to X2 and the loop would repeat until X2 and X3 are the same value.

```

/*Main.c*/

#include <stdio.h>
extern long long int Fib(int n);

int main()
{
    int n;
    printf("Integer:");
    scanf("%d", &n);
    printf("Fib of %d = %lld", n , Fib(n));

    return(0);
}

/*asm.S*/

.globl Fib

Fib:
    mov x3,x0
    mov x0,#0
    mov x1,#1
    mov x2,#0
Loop:
    cmp x2,x3
    beq Exit
    add x4,x0,x1
    mov x0,x1
    mov x1,x4
    add x2,x2,#1
    b Loop
Exit:
    ret

```