

WORKING WITH ASSEMBLY LANGUAGE AND UNDERSTANDING PROCESS SEGMENTS

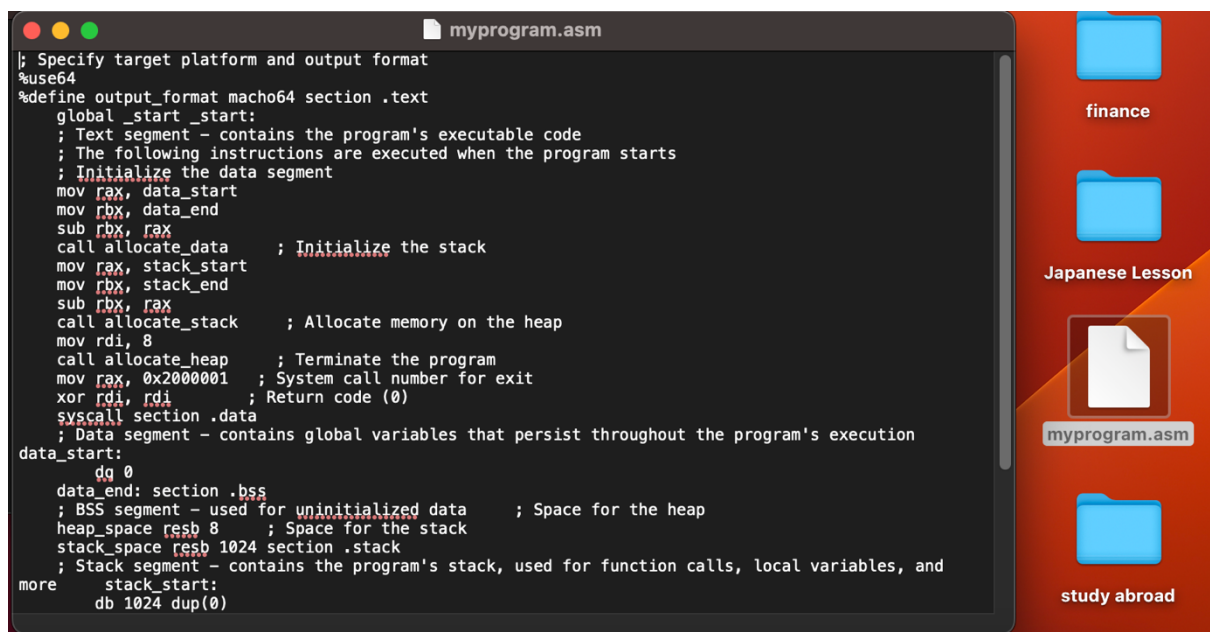
1. INTRODUCTION

In this report, we execute and observe code written in assembly language and C#. Also we examine what these codes are trying to perform.

2. RESULT OF EXECUTING ASSEMBLY CODE

I tried to compile the assembly code, but an error occurred, and I could not compile, link, and run it.

Here is the assembly code.



```
myprogram.asm
; Specify target platform and output format
%use64
#define output_format macho64 section .text
global _start _start:
; Text segment - contains the program's executable code
; The following instructions are executed when the program starts
; Initialize the data segment
mov rax, data_start
mov rbx, data_end
sub rbx, rax
call allocate_data ; Initialize the stack
mov rax, stack_start
mov rbx, stack_end
sub rbx, rax
call allocate_stack ; Allocate memory on the heap
mov rdi, 8
call allocate_heap ; Terminate the program
mov rax, 0x2000001 ; System call number for exit
xor rdi, rdi ; Return code (0)
syscall section .data
; Data segment - contains global variables that persist throughout the program's execution
data_start:
    dq 0
data_end: section .bss
; BSS segment - used for uninitialized data ; Space for the heap
heap_space resb 8 ; Space for the stack
stack_space resb 1024 section .stack
; Stack segment - contains the program's stack, used for function calls, local variables, and
more
    stack_start:
        db 1024 dup(0)
```

The screenshot shows a macOS desktop with a red background. On the right side, there is a dock with several icons: a blue folder labeled 'finance', a blue folder labeled 'Japanese Lesson', a document icon labeled 'myprogram.asm', and a blue folder labeled 'study abroad'. The 'myprogram.asm' file is highlighted. The code editor window shows assembly code for a 64-bit Mach-O format, including segments for text, data, BSS, heap, and stack.

Here is the error message.

```
Desktop — -zsh — 100x27
Last login: Sun Feb 19 13:55:51 on ttys000
misatoseki@MisatonoMacBook-Air ~ % cd Desktop
misatoseki@MisatonoMacBook-Air Desktop % nasm -f macho64 myprogram.asm -o myprogram.o
myprogram.asm:2: error: label or instruction expected at start of line
myprogram.asm:5: warning: label alone on a line without a colon might be in error [-w+label-orphan]
myprogram.asm:6: warning: label alone on a line without a colon might be in error [-w+label-orphan]
myprogram.asm:7: warning: label alone on a line without a colon might be in error [-w+label-orphan]
myprogram.asm:9: error: label ` ` inconsistently redefined
myprogram.asm:4: info: label ` ` originally defined here
myprogram.asm:10: error: label ` ` inconsistently redefined
myprogram.asm:9: info: label ` ` originally defined here
myprogram.asm:11: error: label ` ` inconsistently redefined
myprogram.asm:10: info: label ` ` originally defined here
myprogram.asm:12: error: label ` ` inconsistently redefined
myprogram.asm:11: info: label ` ` originally defined here
myprogram.asm:13: error: label ` ` inconsistently redefined
myprogram.asm:12: info: label ` ` originally defined here
myprogram.asm:14: error: label ` ` inconsistently redefined
myprogram.asm:13: info: label ` ` originally defined here
myprogram.asm:15: error: label ` ` inconsistently redefined
myprogram.asm:14: info: label ` ` originally defined here
myprogram.asm:16: error: label ` ` inconsistently redefined
myprogram.asm:15: info: label ` ` originally defined here
myprogram.asm:17: error: label ` ` inconsistently redefined
myprogram.asm:16: info: label ` ` originally defined here
myprogram.asm:18: error: label ` ` inconsistently redefined
myprogram.asm:17: info: label ` ` originally defined here
```

3. RESULT OF EXECUTING C# CODE

The C# code worked fine and was completed.

```
Program.cs ×
C# Program.cs
1  using System;
2
3  namespace AssemblyExample
4  {
5      class Program
6      {
7          static void Main(string[] args)
8          {
9              // Allocate memory on the heap
10             byte[] heapMemory = new byte[8];
11
12             // Terminate the program
13             Environment.Exit(0);
14         }
15     }
16 }

PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL
misatoseki@MisatonoMacBook-Air myprogram % dotnet run
misatoseki@MisatonoMacBook-Air myprogram %
```

4. WHAT THESE CODES ARE TRYING TO PERFORM

Both assembly code and C# code are a program that performs program segments. Process segmenting is one method of partitioning the memory used during program execution, a feature that enables efficient program execution by dividing the memory space of a process into multiple segments.

Specifically, both code allocate 8 bytes on the heap memory and then call the `Environment.Exit(0)` method to terminate the program.

5. WHAT I LEARNED

I found that Both assembly code and C# code say same thing. However, assembly language, which is low-level, or near-machine language, has more code than C#.

In this report, my machine couldn't compile the assembly code. Does it matter that I used M1 Mac to execute the code? We were not able to find out anymore in the class time.