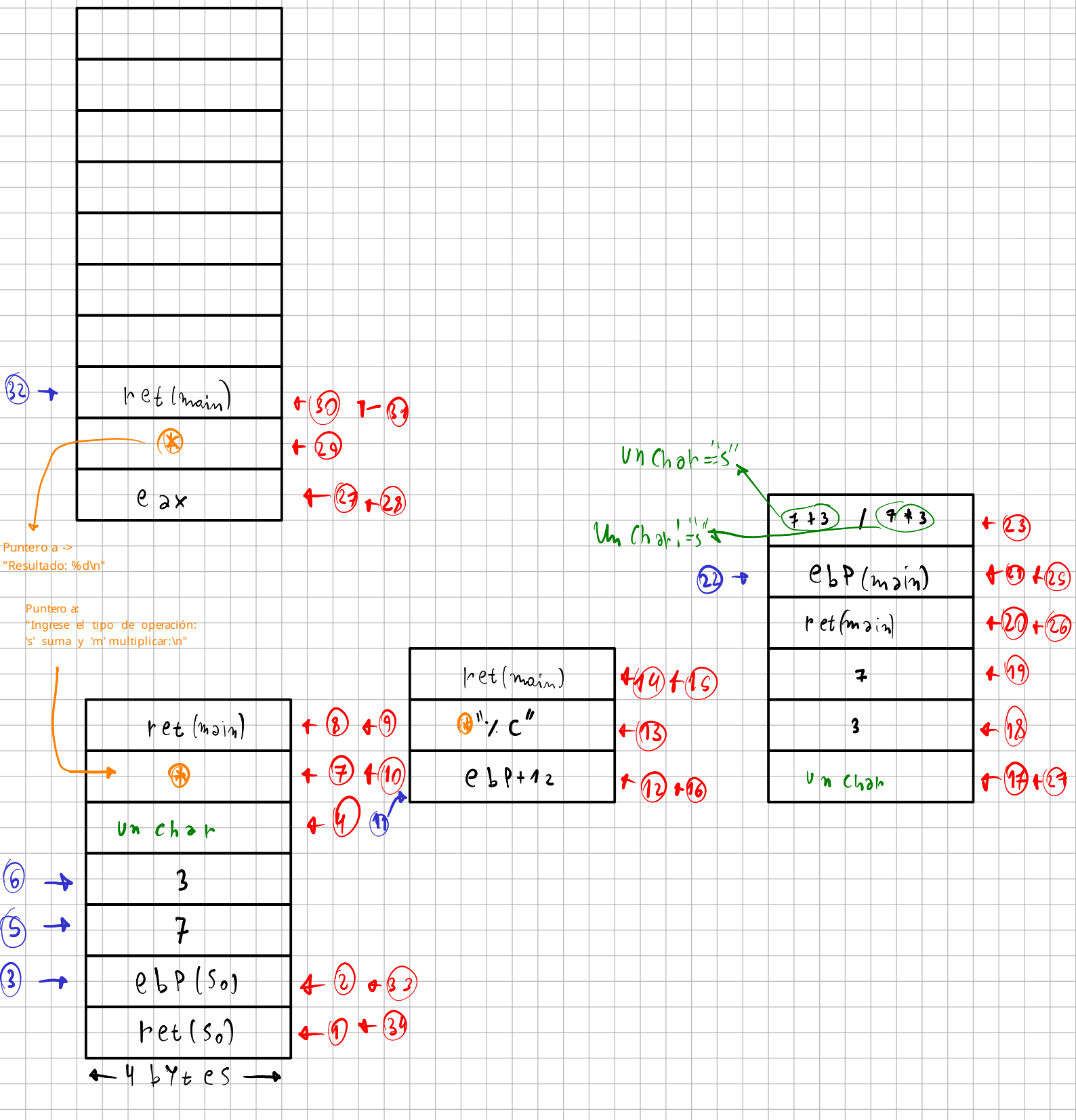
```c
#include<stdio.h>
int calculo(int param1, int param2, char tipo){
  int resul;
  if(tipo=='s')
    resul = param1 + param2;
  else
    resul = param1 * param2;
return resul;
}
int main(void){
  int valor1 = 7;
  int valor2 = 3;
  char operacion;
  printf("Ingrese el tipo de operación: 's' suma y 'm' multiplicar:\n");
  scanf("%c", &operacion);
  printf("Resultado: %d\n", calculo(valor1, valor2, operacion));
  return 0;
}
```



1. Call main
2. Push ebp
3. mov ebp, esp
4. Sub esp, 12
5. mov [ebp+4], 7
6. mov [ebp+8], 3
7. Push *
8. Call Printf
   + lo que hagan
9. ret
10. add esp, 4
11. Lea eax, [ebp + 12]
12. Push eax
13. Push Puntero a "%c"
14. Call Scanf
    + lo que hagan ⇒ Pone un Char en ebp+12
15. ret
16. addl esp, 8
17. Push un char
18. Push 3
19. Push 7
20. Call calculo
21. Push ebp
22. mov ebp, esp
23. SUb esp, 4
24. mov [ebp + 4], 7+3 ó 7*3
    mov eax, 10 ó 21
25. leave
26. ret
27. addl esp, 12
28. Push eax
29. Push Puntero a un string
30. call PrintF
31. ret
32. mov eax, 0
33. leave
34. ret