

C-Style calling with stack:

Code:

```
addstuff:
    push ebx; //Save ebx, because we use it. We don't save EAX, because we return value in it anyway

    mov eax,esp;
    add eax,4;      //2 (our pushed eax and ebx) + 1 (return address) + 2 (the first param)
    mov eax,ss:eax; //Read from stack

    mov ebx,esp;
    add ebx,3; //2 (our pushed eax and ebx) + 1 (return address) + 1 (the second param)
    mov ebx,ss:ebx; //Read from stack

    add eax,ebx; //Result will be returned in EAX

    pop ebx;
    ret;
```