

ou can place your subroutines either in area 1 or area 2. Pascal programmers will probably love area 1 better where as C/C++ programmers will prefer area 2. Example: Let's put our addstuff example to the main program. Putting it into area 1 will look like this:

Code:

```
jmp start;

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;

start:
  push 123;      //First param
  push 456;      //Secod param
  call addstuff;
  jmp end;

  //Data or stuff here

end;
```