

Mar 26, 23 19:35	substr.s	Page 1/2
<pre> /**  * substr.s  * PARAMETERS: X0 (STRING)  *             X1 (RANGE BEGIN)  *             X2 (RANGE END)  * OUTPUT      : X0 (POINTER TO SUBSTRING)  * ALL REGISTERS PRESERVED EXCEPT X0  */  .text .global substr substr:     // storing X0-X19 registers, as malloc will not preserve most of the se     str X1, [sp, -16]!     stp X2, X3, [sp, -16]!     stp X4, X5, [sp, -16]!     stp X6, X7, [sp, -16]!     stp X8, X9, [sp, -16]!     stp X10, X11, [sp, -16]!     stp X12, X13, [sp, -16]!     stp X14, X15, [sp, -16]!     stp X16, X17, [sp, -16]!     stp X18, X19, [sp, -16]!     stp X20, X21, [sp, -16]!     str lr, [sp, -16]!      mov x19, x0    // copying string in x19     mov x20, x1    // copying begin in x20     mov x21, x2    // copying end in x21     mov x0, x21     sub x0, x0, x20     sub x0, x2, x1 // using difference for malloc     cmp x0, #0    // if the difference is less or equal to 0, input is invalid. exit routine     b.ge substrPreLoop     mov x0, #0    // invalid input, throw null     b substrEnd  substrPreLoop:     add x0, x0, #1 // need one extra byte for null     bl malloc     // calling malloc with requests bytes     mov x1, #0  substrLoop:     ldrb w17, [x19, x20] // loading byte of given string into w17     strb w17, [x0, x1]   // storing w17 into new string     add x1, x1, #1     add x20, x20, #1     // incrementing     cmp x20, x21         // comparing x19 to x20     b.lt substrLoop     // if increment ≥ end, goto end label     mov w17, #0         // storing null     strb w17, [x0, x1]  substrEnd:     // popping registers back from stack     ldr lr, [sp], 16     ldp X20, X21, [sp], 16     ldp X18, X19, [sp], 16     ldp X16, X17, [sp], 16     ldp X14, X15, [sp], 16     ldp X12, X13, [sp], 16     ldp X10, X11, [sp], 16     ldp X8, X9, [sp], 16 </pre>		

Mar 26, 23 19:35	substr.s	Page 2/2
<pre>     ldp X6, X7, [sp], 16     ldp X4, X5, [sp], 16     ldp X2, X3, [sp], 16     ldr X1, [sp], 16     ret lr </pre>		