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/**
 * indxoffrm - Returns the index of the first occurrence of character ch in the
given string
 *              after the specified index "fromIndex".
 *
 * @param x0: Address of the target string to search.
 * @param x1: Character to find in the target string.
 * @param x2: Index to start the search in the target string.
 *
 * @return x0: Integer index of the first occurrence of character ch in the targ
et string
 *              after the specified index "fromIndex". If the character is not fou
nd,
 *              returns -1.
 *
 * This function searches for the first occurrence of the specified character ch
 in the
 * target string starting from the specified index "fromIndex" onwards. The funct
ion returns
 * the index of the first occurrence of the character ch in the target string af
ter the
 * specified index "fromIndex". The search starts from the index x2+1 in the targ
et string,
 * where x2 is the specified index "fromIndex". The function returns -1 if the ch
aracter ch
 * is not found in the target string.
 *
 * Registers used: x0, x1, x2, w2
 * Registers saved: none
 */

.text
.global indxoffrm
    indxoffrm:
        // Save the target string pointer on the stack
        str x0, [sp, #-16]!

        // Calculate the starting index for the search
        add x0, x0, x2
        add x0, x0, #1

    loop:
        // Load a byte from the target string
        ldrb w2, [x0], #1

        // Check if the byte is the terminating null byte
        cmp w2, #0
        b.eq error

        // Check if the byte is the character to find
        cmp w2, w1
        b.eq found

        // Jump back to the beginning of the loop
        b loop

    found:
        // Restore the target string pointer from the stack
        ldr x1, [sp], #16

        // Calculate and return the index of the found character
        sub x0, x0, x1
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        sub x0, x0, #1
        ret

    error:
        // Remove the saved target string pointer from the stack
        add sp, sp, #16

        // Return -1 to indicate that the character was not found
        mov x0, #-1
        ret
```