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<pre> /**  * lstindxoffrm - Returns the last occurrence of character ch <b>in</b> the given String.  *  * This <b>function</b> searches <b>for</b> the last occurrence of the specified character ch <b>in</b> the target  * string starting from the specified index "fromIndex" and working backwards. The <b>function</b>  * returns the index of the last occurrence of the character ch <b>in</b> the target string after  * the specified index "fromIndex". The search starts from the index x2 <b>in</b> the target string,  * where x2 is the specified index "fromIndex". The <b>function</b> returns -1 <b>if</b> the character ch  * is not found <b>in</b> the target string.  *  * @param x0: Address of the target string to search.  * @param x1: Char to find <b>in</b> the target string  * @param x2: Index to start the search at  * @return x0: Index of the last occurrence of character ch <b>in</b> the target string after the  *             specified index "fromIndex". If the character is not found, return -1.  *  * Registers used: x0, x1, x2, w3  * Registers saved: none  */  .text .global lstindxoffrm lstindxoffrm:     // Change the last index to a pointer     add x2, x2, x0     sub x2, x2, #1  loop:     // Compare the current index with the starting index     cmp x2, x0      // If the current index is less than the starting index, then the character was not found     b.lt error      // Load the byte at the current index     ldrb w3, [x2], #-1      // Compare the byte with the search character     cmp w3, w1      // If the byte matches the search character, then the character was found     b.eq found      // If the byte does not match the search character, then continue searching backwards     b loop  found:     // Add 1 to the index of the found character to get the last occurrence     add x2, x2, #1      // Calculate the index of the last occurrence relative to the start of the string </pre>		

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<pre> the string     sub x0, x2, x0      // Subtract 1 to convert from 1-based indexing to 0-based indexing     sub x0, x0, #1      ret  error:     // Character not found, <b>return</b> -1     mov x0, #-1     ret </pre>		