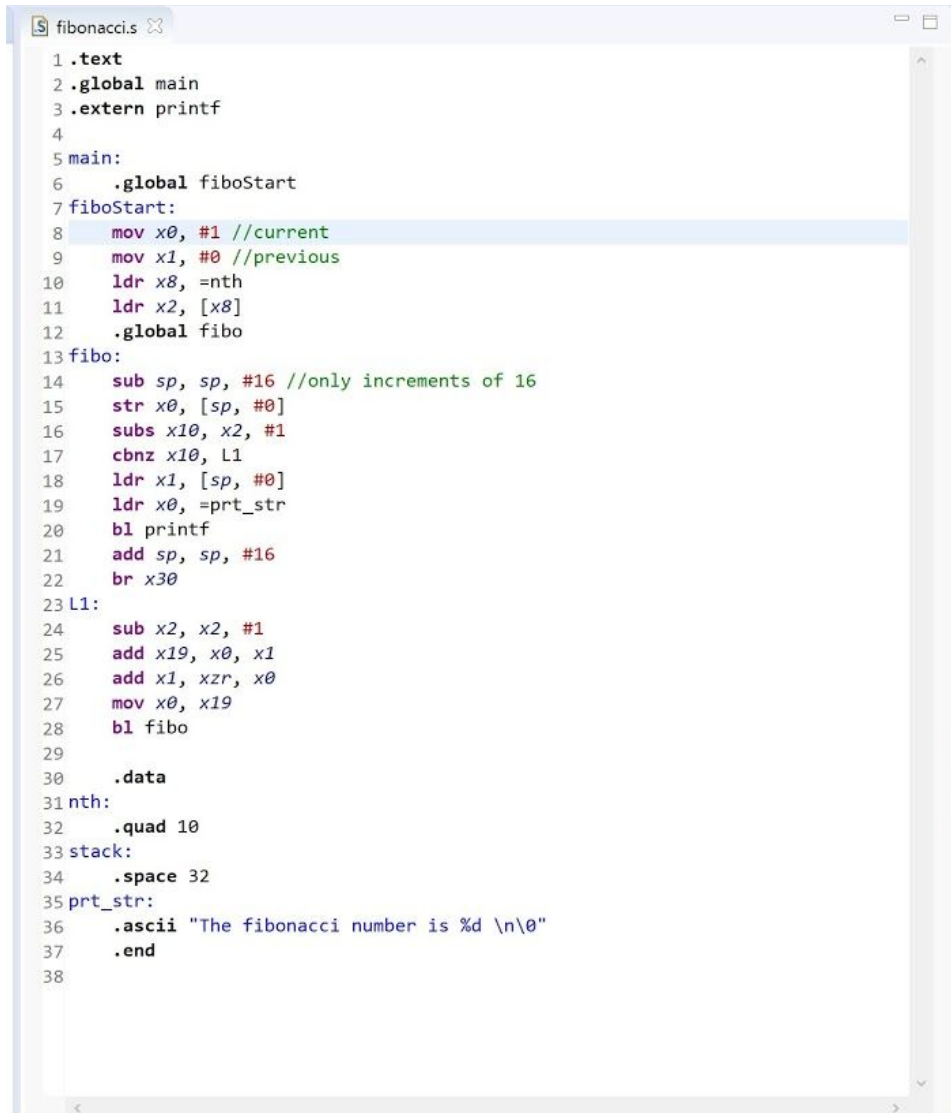


Semal Shah

I pledge my honor that I have abided by the Stevens Honor System.

Code for my fibonacci:



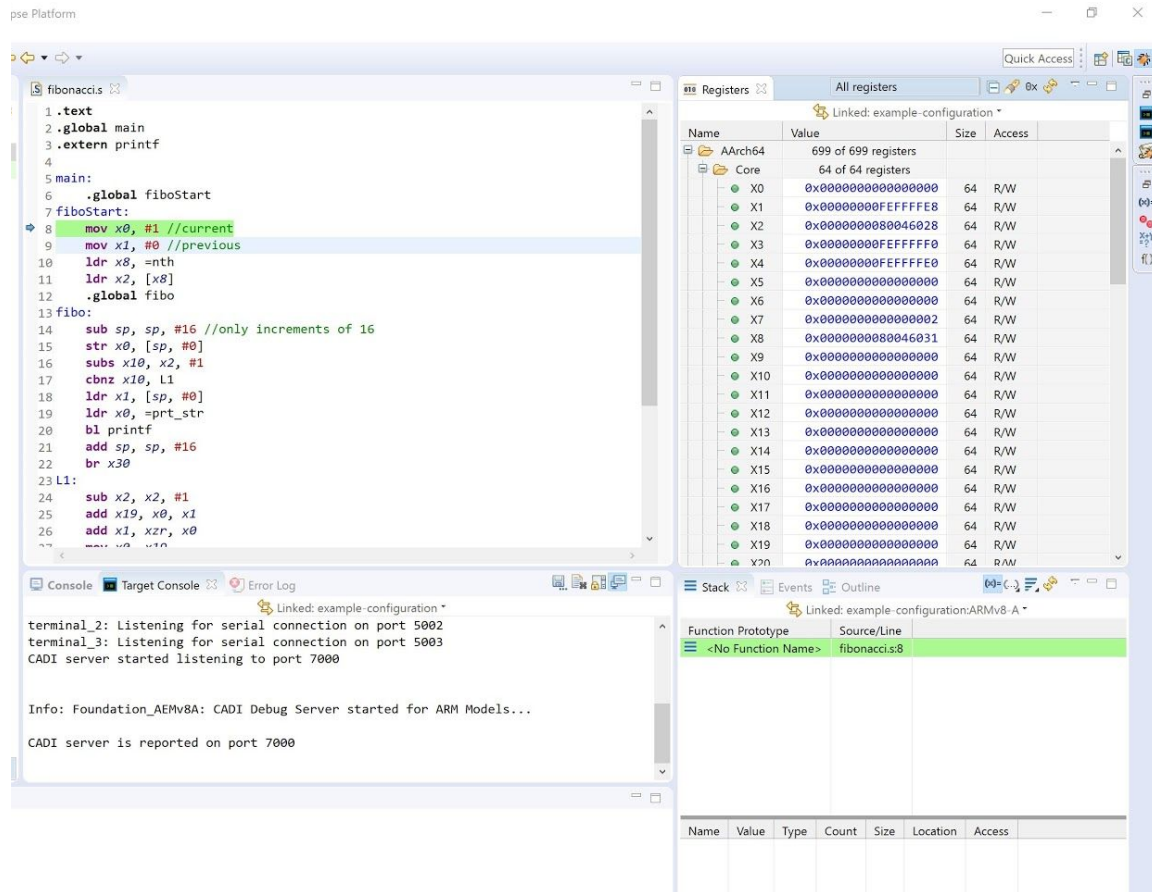
```
1 .text
2 .global main
3 .extern printf
4
5 main:
6     .global fiboStart
7 fiboStart:
8     mov x0, #1 //current
9     mov x1, #0 //previous
10    ldr x8, =nth
11    ldr x2, [x8]
12    .global fibo
13 fibo:
14    sub sp, sp, #16 //only increments of 16
15    str x0, [sp, #0]
16    subs x10, x2, #1
17    cbnz x10, L1
18    ldr x1, [sp, #0]
19    ldr x0, =prt_str
20    bl printf
21    add sp, sp, #16
22    br x30
23 L1:
24    sub x2, x2, #1
25    add x19, x0, x1
26    add x1, xzr, x0
27    mov x0, x19
28    bl fibo
29
30    .data
31 nth:
32    .quad 10
33 stack:
34    .space 32
35 prt_str:
36    .ascii "The fibonacci number is %d \n\0"
37    .end
38
```

Explanation:

I started with the wrapper function shown in the powerpoint and called fibo from it. In fibo I made space on the stack first and then stored x0 on the stack. Then I checked whether x2 is equal to 1. If not then it just goes through the recursion of making current previous + current and making previous current. After the recursion is done (if it was needed in the first place), the program loads the last current value into x1 and then loads the address of prt_str into x0. The %d in the string will call on x1's value; therefore, at the end, displaying "The fibonacci number is (the correct answer)"

Registers before change:

pse Platform



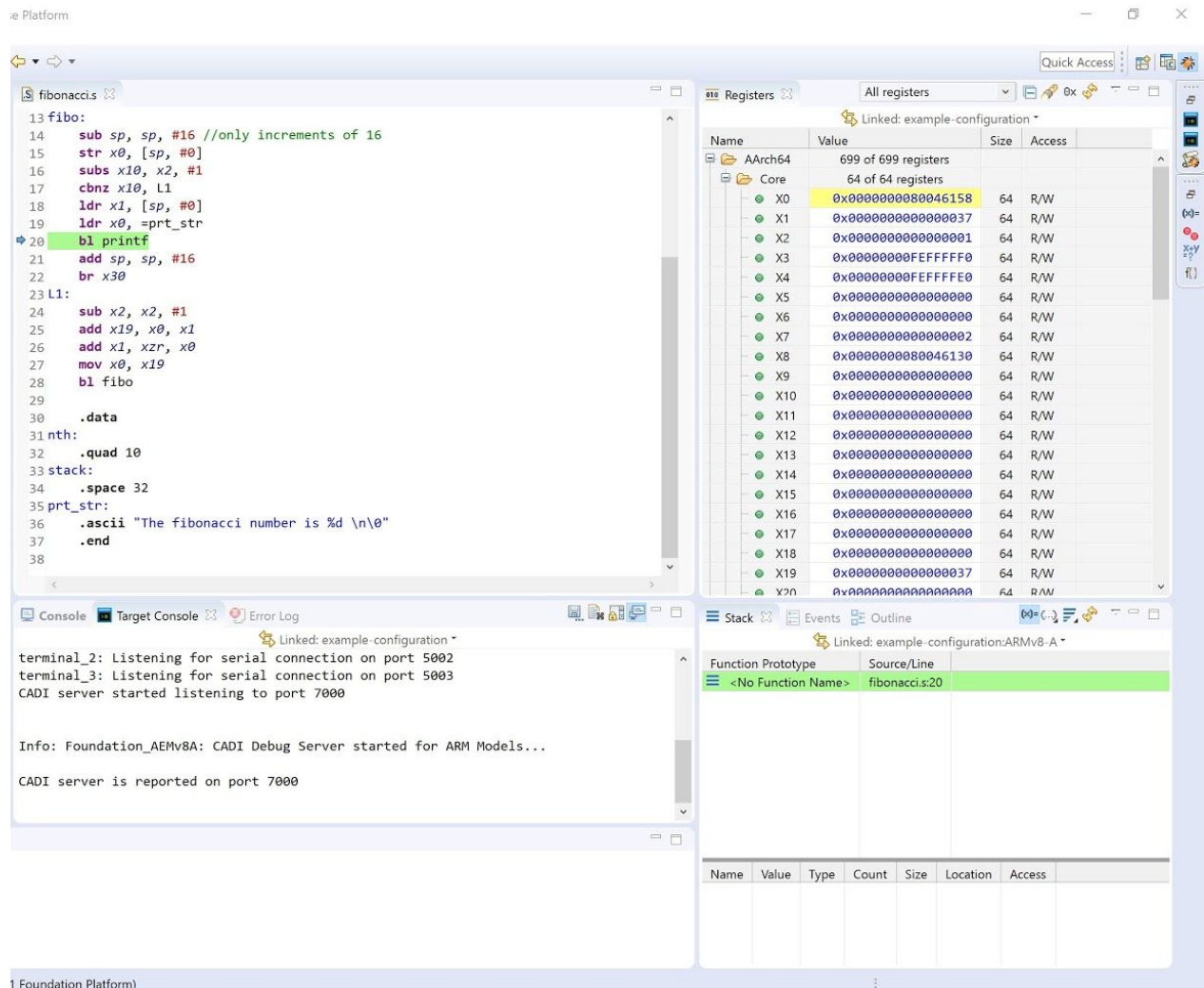
Registers window (All registers):

Name	Value	Size	Access
AArch64 699 of 699 registers			
Core 64 of 64 registers			
X0	0x0000000000000000	64	R/W
X1	0x0000000000000000	64	R/W
X2	0x0000000000000000	64	R/W
X3	0x0000000000000000	64	R/W
X4	0x0000000000000000	64	R/W
X5	0x0000000000000000	64	R/W
X6	0x0000000000000000	64	R/W
X7	0x0000000000000000	64	R/W
X8	0x0000000000000000	64	R/W
X9	0x0000000000000000	64	R/W
X10	0x0000000000000000	64	R/W
X11	0x0000000000000000	64	R/W
X12	0x0000000000000000	64	R/W
X13	0x0000000000000000	64	R/W
X14	0x0000000000000000	64	R/W
X15	0x0000000000000000	64	R/W
X16	0x0000000000000000	64	R/W
X17	0x0000000000000000	64	R/W
X18	0x0000000000000000	64	R/W
X19	0x0000000000000000	64	R/W
X20	0x0000000000000000	64	R/W
X21	0x0000000000000000	64	R/W
X22	0x0000000000000000	64	R/W
X23	0x0000000000000000	64	R/W
X24	0x0000000000000000	64	R/W
X25	0x0000000000000000	64	R/W
X26	0x0000000000000000	64	R/W
X27	0x0000000000000000	64	R/W
X28	0x0000000000000000	64	R/W
X29	0x0000000000000000	64	R/W
X30	0x0000000000000000	64	R/W
X31	0x0000000000000000	64	R/W

Stack window (Linked: example-configuration:ARMv8-A):

Function Prototype	Source/Line
<No Function Name>	fibonacci:8

Registers after change:



For the first picture I just screenshotted at the beginning of the program, and for the second picture I screenshotted before the program ended. As shown the highlighted register is that of x0 where the program loaded the address of prt_str into the register. Also, you can see the register x2 after the screenshot has 0x000...001. That is the value in x2 in this case which is 1 as it should be to pass line 17.