**13** Function Name Overloading in C++

Encoding the Parameter List

void f()  
{

}

void f(int i)

{

}

void f(char c)

{

}

void f(int i, char c)

{

}

void f(char c, int i)

{

}

Incorrect!!!

f: push lr

ret

f: push lr

ret

f: push lr

ret

f: push lr

ret

f: push lr

ret

Encoding scheme

v: void

i: int

s: short int

l: long int

c: char

b: Boolean

f: float

d: double

zc: signed char

uc: unsigned char

ui: unsigned int  
 us: unsigned short int

ul: unsigned long int

void f(int i, char c)

{

}

@f$ic: push lr

ret

f(1, '1');

translated to

mov r0, '1'

Mangled

function

name

push r0

mov r0, 1

push r0

bl @f$ic

add sp, sp, 2

User-defined types

struct Point  
{  
 int x;

int y;

};

Then the mangled name of the function

void f(Point p)

{

}

is @f$5Point.

Why length precedes type name in user-defined type encoding???

struct i  
{  
 int x;

int y;

};