

Sep 03, 14 13:16

struct.txt

Page 1/2

```

1  #include <stdio.h>
2
3  typedef struct {
4      char c1;
5      int i1;
6      char c2;
7      double d1;
8  } A;
9
10
11 void main(int argc, char **argv, char **envp) {
12     A a1;
13     A *ap = &a1;
14
15     a1.i1 = 1;
16     ap->c2 = a1.c1;
17     ap->d1 = 3.14;
18 }
19
20
21
22 .sect .text; .sect .rom; .sect .data; .sect .bss
23 .extern _main
24 .sect .text
25 _main:
26 push ebp
27 mov ebp,esp
28 sub     esp,20
29 push esi
30 .sect .rom
31 I_1:
32 !float 3.14 sz 8
33 .data1 037,0205,0353,0121,0270,036,011,0100
34 .sect .text
35 lea esi,-20(ebp)
36 mov -16(ebp),1
37 movb c1,-20(ebp)
38 movb 8(ebp),c1
39 mov edx,(I_1)
40 mov ecx,(I_1+4)
41 mov 12(ebp),edx
42 mov 16(ebp),ecx
43 pop esi
44 leave
45 ret
46 .extern __fp_hook
47

```

Sep 03, 14 13:16

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Page 2/2

```

48 #include <stdio.h>
49
50 int (*ptf)(int, int);
51
52 int intAdd(int x, int y){
53     return x + y;
54 }
55
56 void main(int argc, char **argv, char **envp) {
57     int y, z;
58     ptf = intAdd;
59     y = (*ptf)(4, 12);
60     z = ptf(4, 12);
61     printf("%d\t%d\n", y, z);
62 }
63
64
65
66 .sect .text; .sect .rom; .sect .data; .sect .bss
67 .extern _intAdd
68 .sect .text
69 _intAdd:
70 push ebp
71 mov ebp,esp
72 mov edx,12(ebp)
73 add edx,8(ebp)
74 mov eax,edx
75 leave
76 ret
77 .extern _main
78 _main:
79 push ebp
80 mov ebp,esp
81 sub     esp,8
82 mov (_ptf),_intAdd
83 push 12
84 push 4
85 call (_ptf)
86 pop ecx
87 pop ecx
88 mov -4(ebp),eax
89 push 12
90 push 4
91 call (_ptf)
92 pop ecx
93 pop ecx
94 mov -8(ebp),eax
95 push eax
96 push -4(ebp)
97 push I_1
98 call _printf
99 add esp,12
100 leave
101 ret
102 .sect .rom
103 I_1:
104 .data4 621372453
105 .extern _ptf
106 .data4 2660
107 .sect .bss
108 .comm _ptf,4
109 .sect .text

```