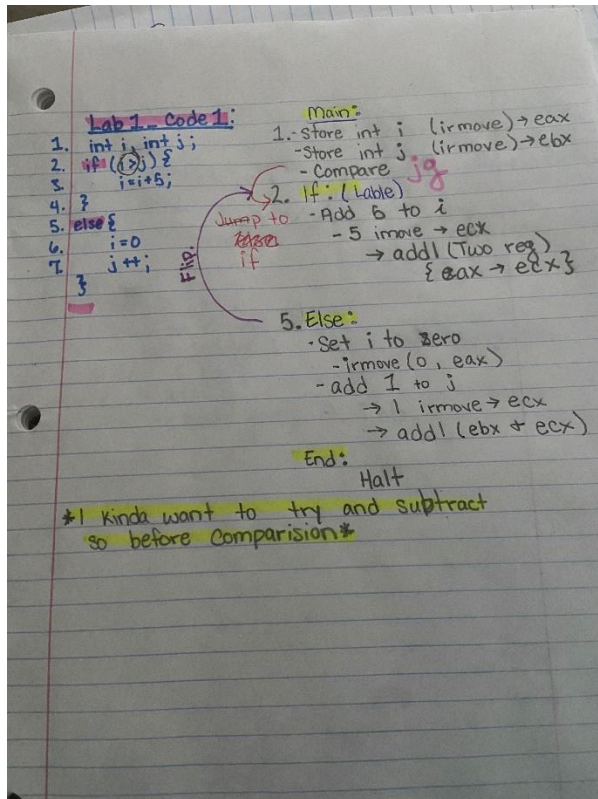


PROBLEM 1 AND 2 NOTE:

I had problems reopening the .yo files once they were created so I copied and pasted them into text files, I also copied and pasted them down below just in case.

Problem 1 :



*I kinda want to try and subtract
so before comparision*

0x000: | Main:

0x000: 30f003000000 | irmovl \$0x3, %eax

0x006: 30f305000000 | irmovl \$0x5, %ebx

0x00c: 6103 | subl %eax, %ebx

0x00e: 7621000000 | jg If

0x013: | Else:

0x013: 30f000000000 | irmovl \$0x0, %eax

0x019: 30f101000000 | irmovl \$0x1, %ecx

0x01f: 6031 | addl %ebx, %ecx

0x021: | If:

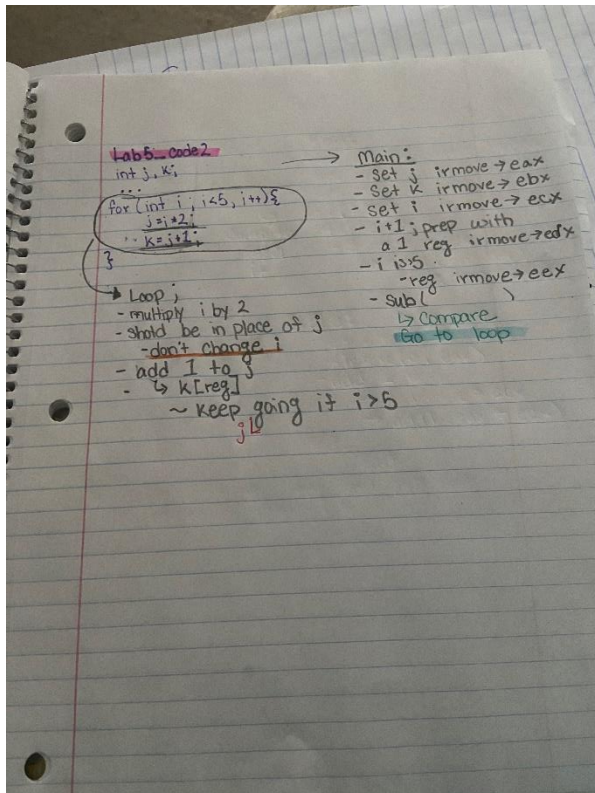
0x021: 30f105000000 | irmovl \$0x5, %ecx

0x027: 6001 | addl %eax, %ecx

0x029: | End:

0x029: 00 | halt

Problem 2:



0x000: | Main:

0x000: 30f004000000 | irmovl \$0x4, %eax

0x006: 30f302000000 | irmovl \$0x2, %ebx

0x00c: 30f100000000 | irmovl \$0x0, %ecx

0x012: 30f705000000 | irmovl \$0x5, %edi

0x018: 30f201000000 | irmovl \$0x1, %edx

0x01e: 6171 | subl %edi, %ecx

0x020: 7425000000 | jne Loop

0x025: | Loop:

0x025: 6001 | addl %eax, %ecx(%ecx)

```

0x027: 6001    |   addl %eax, %ecx(%ecx)
0x029: 6012    |   addl %ecx, %edx
0x02b: 6171    |   subl %edi, %ecx
0x02d: 7225000000 |   jl Loop
0x032:        | End:
0x032: 00      |   halt

```

Problem 3: Code 1

```

.file    "lab5_prob3_1.c"

.text

.section .rodata //This creates a READ only

.LC0:

.string  "Hello, world"

.text

.globl   main

.type    main, @function

main:

.LFB0:

.cfi_startproc //Used at the start of each functions
endbr64

pushq   %rbp //pushes the register on the top of the stack

.cfi_def_cfa_offset 16 //changes the pointer, it is now offset by 16 bytes of the current one

.cfi_offset 6, -16

movq    %rsp, %rbp

.cfi_def_cfa_register 6 //modifies the location of CFA register 6 will be the new location, the
offset will remain

subq    $16, %rsp //immediate operand, marked with a long (16)

movl    %edi, -4(%rbp) //indexing is done by the register, moves the contents from the offset to
the cell pointed at rbp to edi

```

```

    movq    %rsi, -16(%rbp)
    leaq    .LC0(%rip), %rdi
    call    puts@PLT //most of the module can continue to be mapped to the module instead of
swap
    movl    $0, %eax
    leave
    .cfi_def_cfa 7, 8 //takes register address and adds the offset, defines a rule for computing CFA
    ret
    .cfi_endproc //end of the function

.LFE0:
    .size    main, .-main
    .ident   "GCC: (Ubuntu 9.3.0-17ubuntu1~20.04) 9.3.0"
    .section .note.GNU-stack,"",@progbits
    .section .note.gnu.property,"a"
    .align 8
    .long    1f - 0f
    .long    4f - 1f
    .long    5

0:
    .string  "GNU"

1:
    .align 8
    .long    0xc0000002
    .long    3f - 2f

2:
    .long    0x3

3:
    .align 8

4:

```

Problem 3: Code 2

```
.file    "lab5_prob3_2.c"

.text

.section .rodata

.LC0:

.string  "The value of i is %d\n"

.text

.globl   main

.type    main, @function

main:

.LFB0:

.cfi_startproc // starts the program
endbr64

pushq   %rbp

.cfi_def_cfa_offset 16

.cfi_offset 6, -16

movq    %rsp, %rbp

.cfi_def_cfa_register 6

subq    $32, %rsp

movl    %edi, -20(%rbp)

movq    %rsi, -32(%rbp)

movl    $1, -4(%rbp)

addl    $1, -4(%rbp) //the values are added together and stored in rbp. Using parathesis
indicates indirect memory addressing thus the register is treated as more of a pointer.

movl    -4(%rbp), %eax

movl    %eax, %esi

leaq    .LC0(%rip), %rdi
```

```

movl    $0, %eax
call    printf@PLT
movl    $0, %eax

leave

.cfi_def_cfa 7, 8
ret

.cfi_endproc //ends the program

```

.LFE0:

```

.size    main, .-main
.ident   "GCC: (Ubuntu 9.3.0-17ubuntu1~20.04) 9.3.0"
.section .note.GNU-stack,"",@progbits
.section .note.gnu.property,"a"

.align 8

.long    1f - 0f
.long    4f - 1f
.long    5

```

0:

```

.string  "GNU"

```

1:

```

.align 8

.long    0xc0000002
.long    3f - 2f

```

2:

```

.long    0x3

```

3:

```

.align 8

```

4:

Problem 4:

```

.file    "lab5_prob4_main.c"

.text

.globl   main

.type    main, @function

main:

.LFB0:

.cfi_startproc //starts the program
endbr64

pushq   %rbp //pushes the register onto the top of the stack

.cfi_def_cfa_offset 16

.cfi_offset 6, -16

movq    %rsp, %rbp

.cfi_def_cfa_register 6 //changes the pointer, it is now offset by 16 bytes of the current one

subq    $16, %rsp

movl    %edi, -4(%rbp)

movq    %rsi, -16(%rbp)

movl    $0, %eax

call    print_hello //enters the print hello function

movl    $0, %eax

leave   // leaves the call to the function of print hello

.cfi_def_cfa 7, 8

ret

.cfi_endproc //ends the program

.LFE0:

.size    main, .-main

.section .rodata

.LC0:

.string  "Hello, world"

.text

```

```
.globl print_hello
.type print_hello, @function
```

print_hello: *//creates the function to print hello*

.LFB1:

```
.cfi_startproc //starts the program
endbr64
pushq %rbp
.cfi_def_cfa_offset 16
.cfi_offset 6, -16
movq %rsp, %rbp
.cfi_def_cfa_register 6
leaq .LC0(%rip), %rdi
call puts@PLT
nop
popq %rbp
.cfi_def_cfa 7, 8
ret
.cfi_endproc //ends the program
```

.LFE1:

```
.size print_hello, .-print_hello
.ident "GCC: (Ubuntu 9.3.0-17ubuntu1~20.04) 9.3.0"
.section .note.GNU-stack,"",@progbits
.section .note.gnu.property,"a"
.align 8
.long 1f - 0f
.long 4f - 1f
.long 5
```

0:

```
.string "GNU"
```


1:

```
.align 8  
.long    0xc0000002  
.long    3f - 2f
```

2:

```
.long    0x3
```

3:

```
.align 8
```

4:

Problem four is going to compile the main program than go into the compilation of the function and then travel back to the rest of the main but uses the idea of jumps to go back and forth between the function.

Problem 5 Main:

```
.file    "lab5_prob5_main.c"  
.text  
.globl  main  
.type   main, @function
```

main:

.LFB0:

```
.cfi_startproc  
endbr64  
pushq   %rbp  
.cfi_def_cfa_offset 16  
.cfi_offset 6, -16  
movq    %rsp, %rbp  
.cfi_def_cfa_register 6  
subq    $16, %rsp  
movl    %edi, -4(%rbp)  
movq    %rsi, -16(%rbp)
```

```

movl    $0, %eax
call    print_hello@PLT
movl    $0, %eax

leave

.cfi_def_cfa 7, 8
ret

.cfi_endproc

```

.LFE0:

```

.size    main, .-main

.ident   "GCC: (Ubuntu 9.3.0-17ubuntu1~20.04) 9.3.0"

.section .note.GNU-stack,"",@progbits

.section .note.gnu.property,"a"

.align 8

.long    1f - 0f

.long    4f - 1f

.long    5

```

0:

```

.string  "GNU"

```

1:

```

.align 8

.long    0xc0000002

.long    3f - 2f

```

2:

```

.long    0x3

```

3:

```

.align 8

```

4:

Problem 5 print:

```

.file    "lab5_prob5_print.c"

```

```

        .text

        .section .rodata

.LC0:

        .string "Hello, world"

        .text

        .globl  print_hello

        .type   print_hello, @function

print_hello:

.LFB0:

        .cfi_startproc

        endbr64

        pushq   %rbp

        .cfi_def_cfa_offset 16

        .cfi_offset 6, -16

        movq    %rsp, %rbp

        .cfi_def_cfa_register 6

        leaq    .LC0(%rip), %rdi

        call    puts@PLT

        nop

        popq    %rbp

        .cfi_def_cfa 7, 8

        ret

        .cfi_endproc

.LFE0:

        .size   print_hello, .-print_hello

        .ident  "GCC: (Ubuntu 9.3.0-17ubuntu1~20.04) 9.3.0"

        .section .note.GNU-stack,"",@progbits

        .section .note.gnu.property,"a"

        .align 8

```

```
.long    1f - 0f
.long    4f - 1f
.long    5

0:
.string  "GNU"

1:
.align 8
.long    0xc0000002
.long    3f - 2f

2:
.long    0x3

3:
.align 8

4:
```

When the lab is put together in assembly code there is not much difference if the codes are put into the same file or in other files, this is because to the machine these are the same because the machine just calls the code and compiles it into something else but to the machine these look just the same as the code.