

# asm.js - вычисление диагонали прямоугольника

```
1 function DiagModule(stdlib, foreign, heap) {
2   "use asm";
3
4   // Variable Declarations
5   var sqrt = stdlib.Math.sqrt;
6   var imul = stdlib.Math.imul;
7
8   // Function Declarations
9   function square(x) {
10     x = +x;
11     return +imul(x, x);
12   }
13
14   function diag(x, y) {
15     x = +x;
16     y = +y;
17     return +sqrt(square(x) + square(y));
18   }
19
20   return { diag: diag };
21 }
```

# Текстовое представление WebAssembly

```
(module
  (type $type0 (func (param i32)))
  (type $type1 (func))
  (import "sys" "print" (func $import0 (param i32)))
  (memory (;0;) 200 200)
  (export "memory" (memory 0))
  (export "main" (func $func1))
  (func $func1
    i32.const 0
    call $import0
  )
  (data (i32.const 0)
    "Hello, world\00"
  )
)
```

<https://wasdk.github.io/wasmcodeexplorer/>