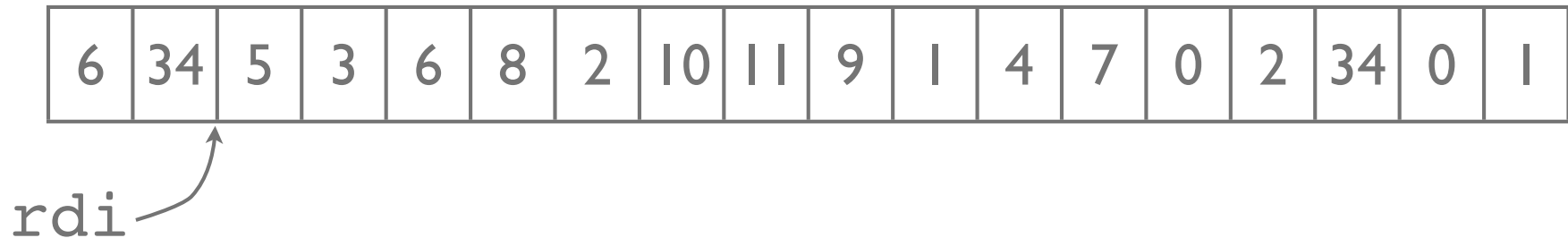


Setup for examples/lab session

Assembly code examples

- **General setup:** start with `rdi` pointing to a zero-terminated array of 32 bit words with at least one element:



- **Goal:** Perform some computation and return a result (if appropriate) in `eax` (possibly also modifying the array)
- **Example 1:** Return the length of the input array.
- **Example 2:** Return the largest number from the array.

... continued:

- **Example 3:** Return the position of the largest number in the array.
- **Example 4:** Return the average value of the numbers in the array using integer division and ignoring any remainder.
- **Example 5:** Reverse the order of the elements in the array, without using any additional storage.
- **Example 6:** Sort the elements in the array into increasing numerical order, without using any additional storage. (No algorithmic sophistication should be expected here!)

Test program (main.c)

```
#include <stdio.h>

extern int f(int*);

void printArray(char* msg, int* a) {
    for (; *a; ++a) {
        printf("%s%d", msg, *a);
        msg = ", ";
    }
    printf("\n");
}

int main() {
    int a[] = { 5, 3, 6, 8, 2, 10, 11, 9, 1, 4, 7, 0 };
    printArray("Before: ", a);
    printf("first result is %d\n", f(a));
    printArray("After: ", a);
    ...
    printf("\n");
    return 0;
}
```

Assembly code skeleton

```
.file    "linux.s"
.text
.globl   f
f:

### This is where your code begins ...

    movl    $42, %eax    # replace this with your code!

### This is where your code ends ...

    ret
```

Register use conventions

- The input parameter is in `rdi`.
- `rsp` is the stack pointer and should not be used for other purposes.
- The code can freely use the following registers:

<code>rax</code>	(return result)
<code>rsi, rdx, rcx, r8, r9</code>	(arguments 2-6)
<code>r10, r11</code>	(caller saved)
- If the code uses `rbx, rbp, r12, r13, r14, or r15`, then it **MUST** restore them to their original values before it ends.
(e.g., `pushq` the register value on to the stack at the beginning of the code and then `popq` it off at the end.)