

Q1 Min Function

min(int, int, int)

min:

```
push    ebp           ; Save the old ebp
mov     ebp, esp       ; Move the stack pointer to the ebp
sub     esp, 4         ; Clear space for the local variable v
```

```
mov     eax, [ebp+8]   ; eax = a
mov     [ebp-4], eax   ; v = eax
```

; Start of the first if statement

```
mov     eax, [ebp+12]  ; eax = b
cmp     eax, [ebp-4]   ; Compare b and v
jge     min0           ; If b is greater, branch
mov     eax, [ebp+12]  ; eax = b
mov     [ebp-4], eax   ; v = eax
```

min0:

; Start of second if statement

```
mov     eax, [ebp+16]  ; eax = c
cmp     eax, [ebp-4]   ; compare c and v
jge     min1           ; If c is greater, branch
mov     eax, [ebp+16]  ; eax = c
mov     [ebp-4], eax   ; v = eax
```

min1:

; Returning v

```
mov     eax, [ebp-4]   ; eax = v, eax is returned from the function
```

; Closing the environment

```
mov     esp, ebp       ; Point the stack point back to the ebp
pop     ebp            ; pop the old ebp off the stack
ret     0
```

Q1 p Function p(int, int, int, int)

p:

; Storing the environment

push	ebp	; Save original frame pointer
mov	ebp, esp	; Move stack pointer into frame pointer
sub	esp, 4	; Make space for local variable v

; Push the parameters for min()

push	[ebp+12]	; push i to the stack
push	[ebp+8]	; push i to the stack
push	g	; push g to the stack
call	min	; call the function min
mov	[ebp-4], eax	; move the result into local variable
add	esp, 12	; pop the parameters off the stack

; Push the parameter for min()

push	[ebp+20]	; push l to the stack
push	[ebp+16]	; push k to the stack
push	[ebp-4]	; push v to the stack
call	min	; call the min function
add	esp, 12	; pop the parameters off

; Closing the function

mov	esp, ebp
pop	ebp
ret	0

Q1 gcd Function

gcd(int, int)

gcd:

; Store the environment

```
push ebp
mov  ebp, esp
push ebx
```

; Save old ebp

; Move stack pointer to ebp

; Save ebx

; First if statement

```
mov  eax, [ebp+12]
test eax, eax
jne  notZero
```

; eax = b

; test if eax is 0

; Branch if not zero

; Return a if b is 0

```
mov  eax, [ebp+8]
pop  ebx
mov  esp, ebp
pop  ebp
ret  0
```

; eax = a

; Return ebx

; Restore stack pointer

; Return old ebp

notZero:

; Segment calling recursive function

```
mov  eax, [ebp+8]
```

; eax = a

```
and  edx, 0
```

; clear edx

```
mov  ebx, [ebp+12]
```

; ebx = b

```
div  ebx
```

; (eax = ebx/eax) (edx = ebx%eax)

```
push edx
```

; push a%b

```
push ebx
```

; push a

```
call gcd
```

; call function with new params

```
add  esp, 8
```

; pop the two params

; Return result and close function

```
pop  ebx
```

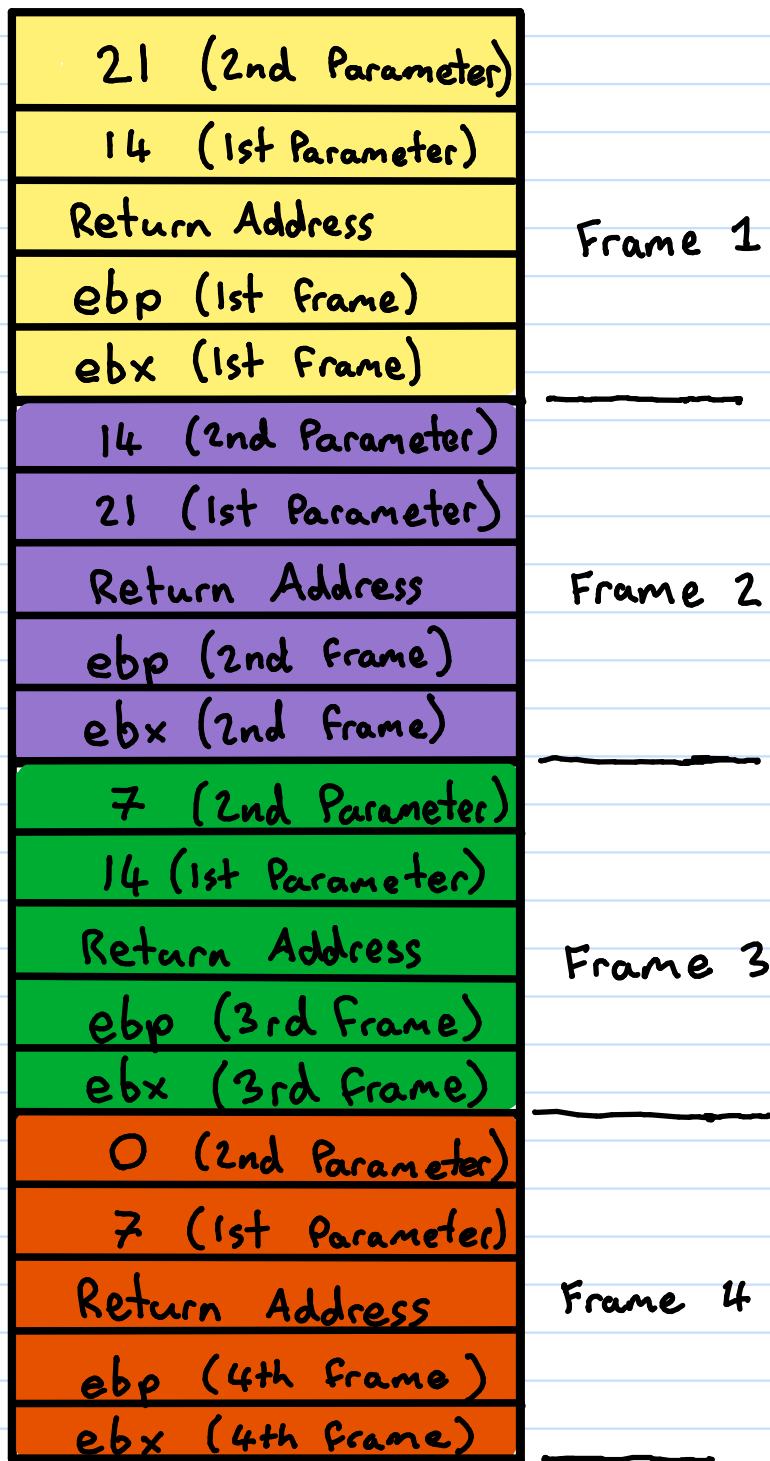
```
mov  esp, ebp
```

; Move the ebp to the stack pointer

```
pop  ebp
```

; Return the old frame pointer

Q2 Stack Frame



gcd (14, 21) Frame 1
gcd (21, 14) Frame 2
gcd (14, 7) Frame 3
gcd (7, 0) Frame 4

As $b = 0$,
the function returns

Q3 Console Printout

```
C:\Windows\system32\cmd.exe
Enter three numbers: 10 40 2
The min of 10, 40 and 2 is: 2
Enter four numbers: 10 70 100 1000
The min of 10, 70, 100, 1000 and 4 is: 4
Enter two numbers to calculate the greatest common denominator: 300 1200
The gcd of 300 and 1200 is: 300
Press any key to continue . . .
```