

C	ASM
	https://godbolt.org/ compiler x86 gjgpp 7.2.0
<pre> int square(int num,int a) { return num * a; } int main() { square(10,11); return 0; } </pre>	<pre> __Z6squareii: push ebp mov ebp, esp mov eax, DWORD PTR [ebp+8] imul eax, DWORD PTR [ebp+12] pop ebp ret _main: push ebp mov ebp, esp push 11 push 10 call __Z6squareii add esp, 8 mov eax, 0 leave ret </pre>

C	ASM
	https://godbolt.org/ compiler x86 gjgpp 7.2.0
<pre> int square(int num,int a) { return num * a; } int main() { square(10,11); int (*f_ptr)(int,int); f_ptr = &square; f_ptr(12,14); return 0; } </pre>	<pre> __Z6squareii: push ebp mov ebp, esp mov eax, DWORD PTR [ebp+8] imul eax, DWORD PTR [ebp+12] pop ebp ret _main: lea ecx, [esp+4] and esp, -16 push DWORD PTR [ecx-4] push ebp mov ebp, esp push ecx sub esp, 20 push 11 push 10 call __Z6squareii add esp, 8 mov DWORD PTR [ebp-12], OFFSET FLAT:__Z6squareii sub esp, 8 push 14 push 12 mov eax, DWORD PTR [ebp-12] call eax add esp, 16 mov eax, 0 mov ecx, DWORD PTR [ebp-4] leave lea esp, [ecx-4] ret </pre>