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| --- | --- |
| C | ASM |
|  | <https://godbolt.org/> compiler x86 gjgpp 7.2.0 |
| int  square(int **num**,int **a**) {     return num \* a;  }    int main() {     square(10,11);     return 0;  } | \_\_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 |

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| --- | --- |
| C | ASM |
|  | <https://godbolt.org/> compiler x86 gjgpp 7.2.0 |
| 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;  } | \_\_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 |