Jesse Mayer

HW#10

1. asm

```
(
        "REV %[x32],%[x32]"
:       [x32]   "=r"    (x32)
)       ;
```

2. #define Lower32Bits(x) ((int32_t *) &x)[0]
#define Upper32Bits(x) ((int32_t *) &x)[1]
Int64_t src, dst;
asm

```
(
        "LSRS %[dstHi],%[srcHi],1   \n\t"
        "RRX %[dstLo],%[srcLo]"
:       [dstLo]         "=r"    (Lower32Bits(dst)),
        [dstHi]         "=r"    (Upper32Bits(dst))
:       [srcLo]         "r"     (Lower32Bits(src)),
        [srcHi]         "r"     (Upper32Bits(src))
:       "cc"
)       ;
```

4.b. asm

```
(
        "UBFX %[res],%[src],%[lsb],%[width]       \n\t"
:       [res]           "+r"    (res)
:       [src]           "r"     (src)
:       [lsb]           "i"     (lsb)
:       [width]         "i"     (width)
:       "cc"
)       ;
```

return res;
c. asm

```
(
        "SBFX %[res],%[src],%[lsb],%[width]       \n\t"
:       [res]           "+r"    (res)
:       [src]           "r"     (src)
:       [lsb]           "i"     (lsb)
:       [width]         "i"     (width)
:       "cc"
)       ;
```

return res;