

# Review function call in Assembly

- **Push parameters onto the stack, from right to left**
- **Call the function**
- **Save and update the %ebp**
- **Save registers used for temporaries**
- **Allocate local variables**
- **Perform the function's purpose**
- **Release local storage**
- **Restore saved registers**
- **Restore the old %ebp**
- **Return from the function**

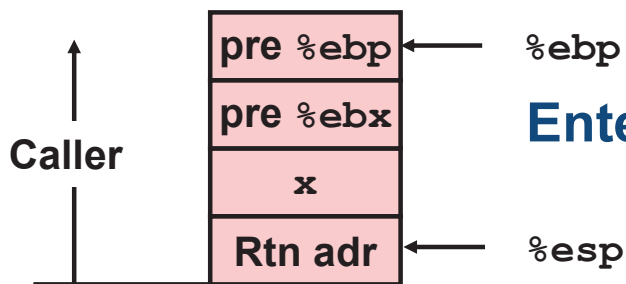
# Factorial Example

```
int rfact(int x)
{
    int rval;
    if (x <= 1)
        return 1;
    rval = rfact(x-1);
    return rval * x;
}
```

## Registers

- `%eax` used without first saving
- `%ebx` used, but save at beginning & restore at end

```
rfact:
    pushl %ebp
    movl %esp,%ebp
    pushl %ebx
    movl 8(%ebp),%ebx
    cmpl $1,%ebx
    jle .L78
    leal -1(%ebx),%eax
    pushl %eax
    call rfact
    imull %ebx,%eax
    jmp .L79
    .align 4
.L78:
    movl $1,%eax
.L79:
    movl -4(%ebp),%ebx
    movl %ebp,%esp
    popl %ebp
    ret
```



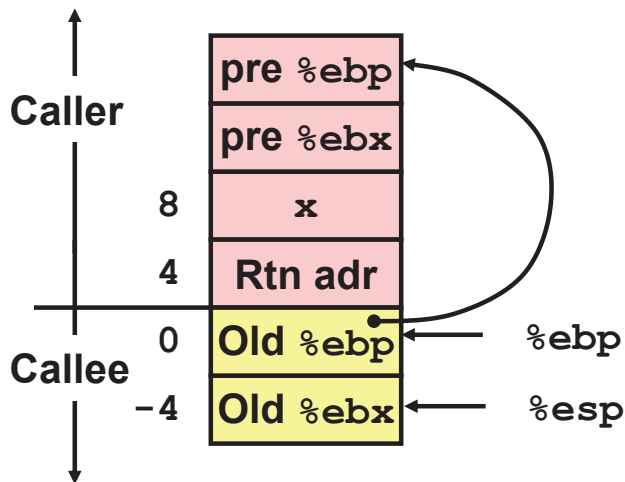
## Entering Stack

`rfact:`

`pushl %ebp`

`movl %esp,%ebp`

`pushl %ebx`



## Recursion

```
movl 8(%ebp),%ebx    # ebx = x
cmpl $1,%ebx         # Compare x : 1
jle .L78             # If <= goto Term
leal -1(%ebx),%eax    # eax = x-1
pushl %eax           # Push x-1
call rfact            # rfact(x-1)
imull %ebx,%eax       # rval * x
jmp .L79             # Goto done
.L78:                # Term:
    movl $1,%eax      # return val = 1
.L79:                # Done:
```

```
int rfact(int x)
{
    int rval;
    if (x <= 1)
        return 1;
    rval = rfact(x-1) ;
    return rval * x;
}
```

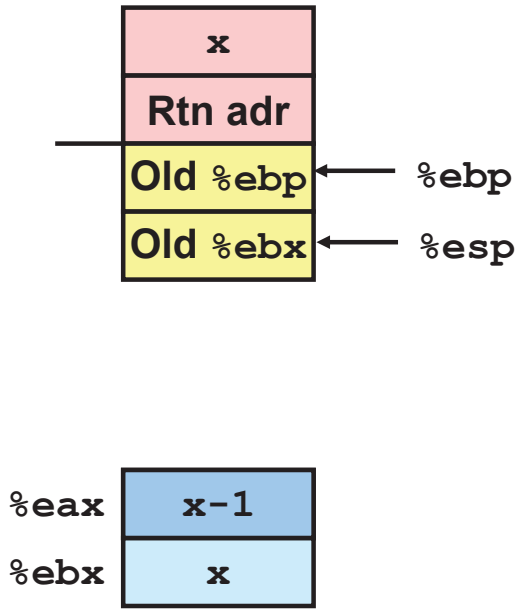
## Registers

**%ebx** Stored value of x

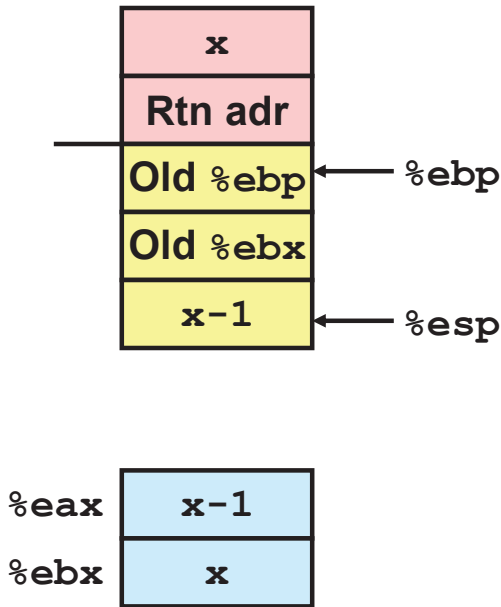
**%eax**

- Temporary value of x-1
- Returned value from rfact(x-1)
- Returned value from this call

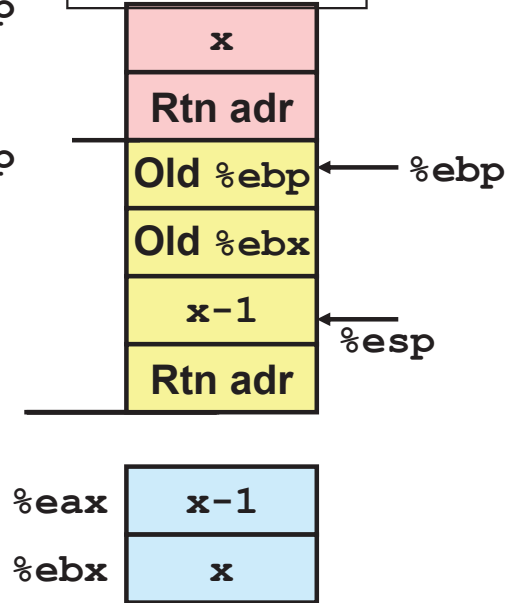
```
leal -1(%ebx),%eax
```



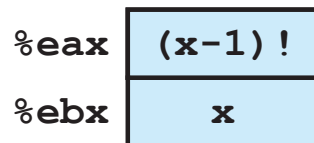
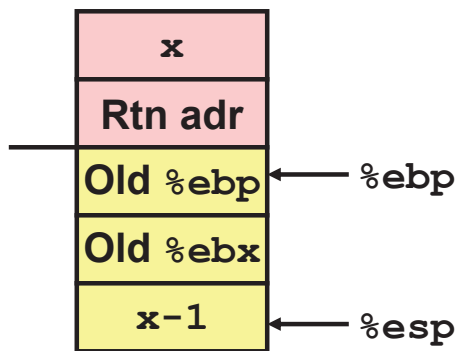
```
pushl %eax
```



```
cal rfact
```

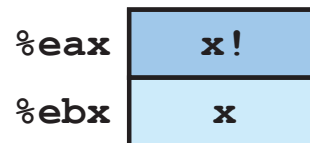
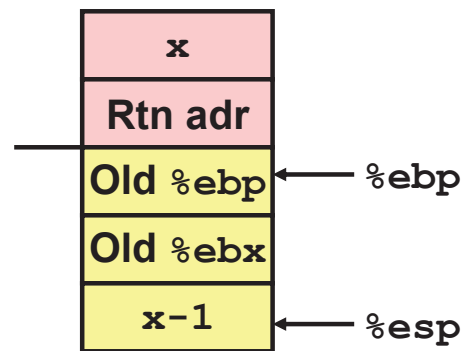


## Return from Call



Assume that `rfact(x-1)` returns `(x-1) !` in register `%eax`

```
imull %ebx,%eax
```



```
movl -4(%ebp), %ebx
movl %ebp, %esp
popl %ebp
ret
```

