

46)

a)

move \$10, %eax

~~comp~~ compl %ebx, %eax

~~jeq~~ jeq .lb2

.lb1: addl %ebx, %ecx

addl %eax, %ecx

jmp .lb3

.lb2: subl %eax, %ecx

addl %ebx, %ecx

.lb3: ~~movl~~ addl %ecx, %edx

addl %ecx, %edx

addl %edx, %edx

imull \$3, %ecx, %edx

b) ④: imull \$④, %ecx, %edx

:

7) = globl array (array global)

size array, 100 (size: 100x④ ~~sizeof(int)~~
 m pontos)
 sizeof(int)

globl sum (variável global)

size sum, 4 (sizeof(sum)=4, int)

type main, @function (main, função global)

⊗.L5 return 0;
 leave

.L3: -4(%ebp) = i

i=0 (~~movl~~ movl \$0, %eax)

~~call~~ printf(...) (call _printf@plt)

i++, (addl \$1, -4(%ebp))

.L2: i-99 <= 0 (completa, -4(%ebp))

jeq .L3

i=0 (se i-99 <= 0 mod x verifica)

jmp .L4

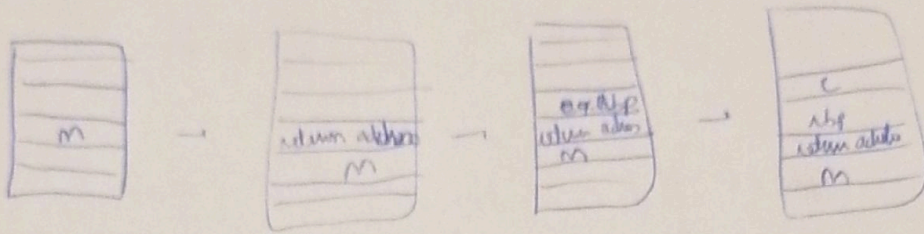
.L4: se i < 100 & array[i] > 0,

99.L6, caso 95.L5

.L6: sum += array[i]

i++ (addl \$1, -4(%ebp))

4.8)



b) line 5: if (m * 2 != 1) \Rightarrow
 line 8: badDec2bin(44); \Rightarrow
 line 12: for (c=16; c>0; c--) \Rightarrow
 line 13: if (m >> c & 16) \Rightarrow

shl \$31, %edx
 add %edx, %eax
 andl \$1, %eax
 subl %edx, %eax
 cmpl \$1, %eax

movl \$44, %edi
 call badDec2bin

movl \$16, -4(%ebp)
 jmp .L2

.L2: cmp \$0, -4(%ebp)
 jmd .L5

movl -20(%ebp), %edx
 movl -4(%ebp), %edx
 movl %eax, %ecx
 sarl %cl, %edx
 movl %edx, %eax
 andl \$16, %eax
 testl %eax, %eax
 je .L3

- 4.9)
- (1) 0
 - (2) y == x
 - (3) y > x
 - (4) val = 1
 - (5) val = 2
 - (6)
 - (7) val = 3