

---

@ square.S 파일

```
.section .text, "x"

.global square

square:
    MUL    r1, r0, r0
    MOV    r0, r1
    mov    pc, lr
```

---

// main.c 파일

```
#include <stdio.h>

//int square(int i);

int main(void)
{
    int i, x;

    for (i=0; i<10; i++)
    {
//        printf("Square of %d is %d\n", i, square(i));

        x = square(i);

        printf("Square of %d is %d\n", i, x);

//        square(i);
    }
}
```

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# inline Assembly 예제용 Makefile 파일 내용

# ARM Compile Option

INCLUDEDIRS += -I/usr/armv5l-linux/include -I./

CC = armv5l-linux-gcc

CFLAGS += \$(INCLUDEDIRS)

CFLAGS += -Wall -O2

LD\_FLAGS += -L/usr/armv5l-linux/lib

#

# Compilation target for C files

#

%.o:%.c

```
@echo "Compiling $< ..."
$(CC) -c $(CFLAGS) -o $@ $<
```

%.o:%.S

```
@echo "Assembler compiling $< ..."
$(CC) -c $(CFLAGS) -o $@ $<
```

TARGET = inline\_test

OBJS = main.o square.o

SRCS = main.c

\$(TARGET) : \$(OBJS)

```
$(CC) $(CFLAGS) $(LD_FLAGS) $(OBJS) -o $@
```

dep :

```
mkdep $(INCLUDEDIRS) $(SRCS)
```

clean :

```
rm -rf $(OBJS) $(TARGET) core
```