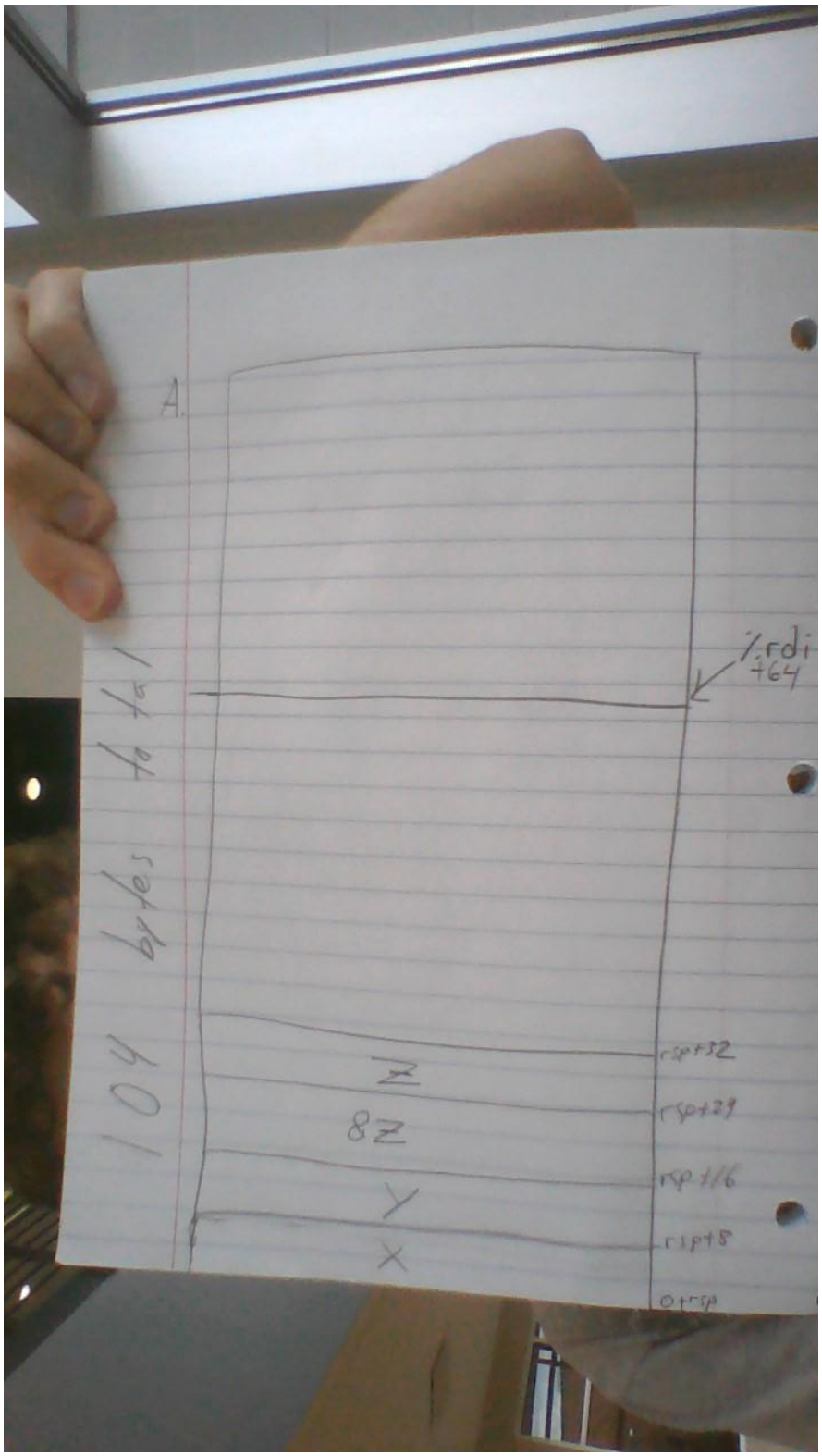
Nate Flasher

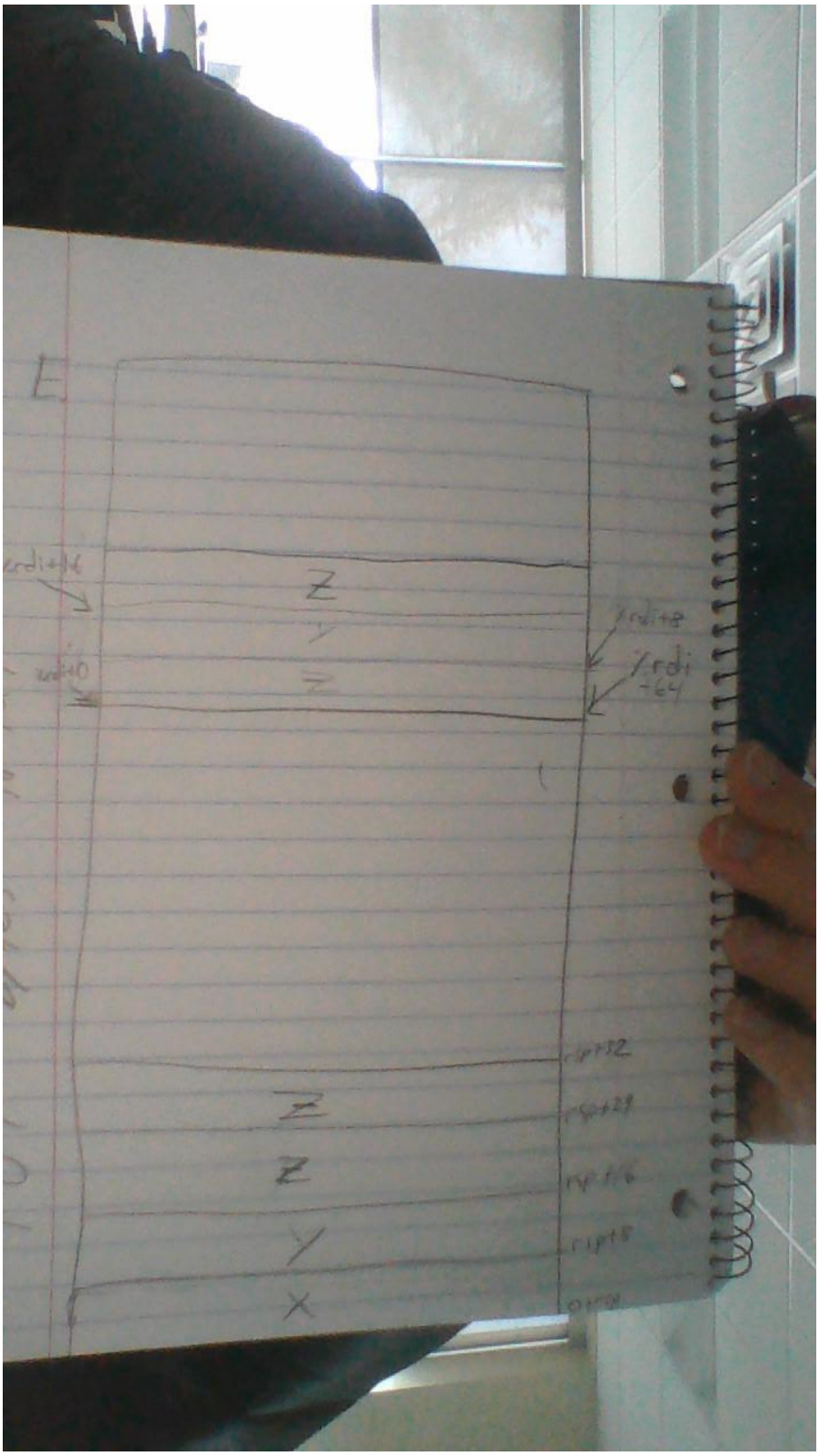
Structs Homework

A. 

B. %rsp +64 which contains r.

C. It accesses the elements of structure argument s by doing (offset) +(%rsp * offset).

D. The code for *process* sets the fields of the result structure r by doing %rdi * (%rsp +64) …then it uses %rdi as the return address.

E. 

F. The function that is going to call another function allocates space on the stack in memory for that function to be called. It passes the address of that stack space for the called function to begin storing and moving around information in registers at. What I don't have pictures in part E above is that the return value/address of the called function then gets stored at %rsp -8.