.text

.global connect

connect:

mov r3, #2 ; s->sin\_family = AF\_INET

strh r3, [sp]

ldr r3, =server\_port ; s->sin\_port = server\_port

ldr r3, [r3]

strh r3, [sp, #2]

ldr r3, =server\_addr ; s->sin\_addr = server\_addr

ldr r3, [r3]

str r3, [sp, #4]

mov r3, #0 ; bzero(&s->sin\_zero)

str r3, [sp, #8]

str r3, [sp, #12]

mov r1, sp ; const struct sockaddr \*addr = sp

ldr r7, =connect\_call

ldr r7, [r7]

swi #0

add sp, sp, #16

pop {r0} ; pop sockfd

pop {r7}

pop {fp, ip, lr}

mov sp, ip

bx lr

.data

socket\_call: .long 281

connect\_call: .long 283

/\* all addresses are network byte-order (big-endian) \*/

server\_addr: .long 0x0100007f ; localhost

server\_port: .hword 0x0b1a