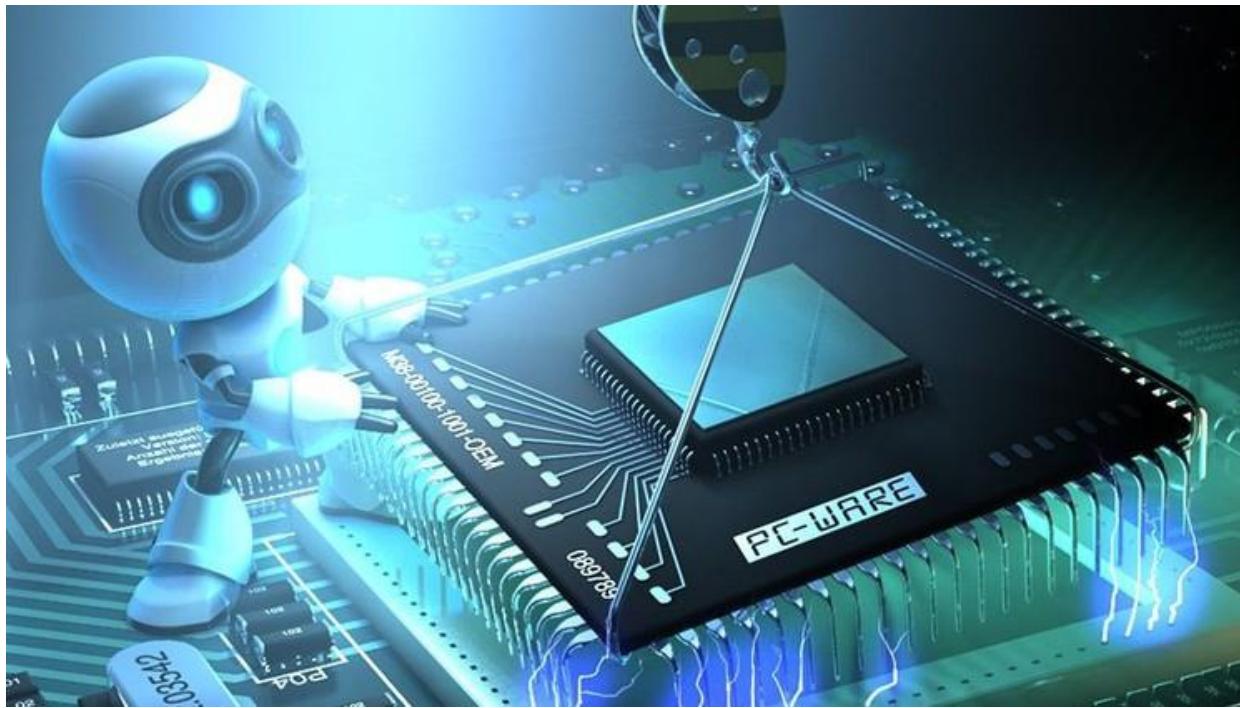


# Exam 2 - Problem 2



# Exam 2 - Problem 2



Given the following code written in C:

```
int exam(int a[5], int b[5], int x) {  
    int c[5], y;  
    y=1;  
    ...  
}
```

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- a) **Draw** the activation block of the `exam` routine, clearly indicating the offsets with respect to `%ebp` and the size of all fields.
- b) **Translate** the start of the `exam` routine to x86 assembler (first three lines in C up to the statement `y=1;`) knowing that it uses the `%eax`, `%ebx`, `%ecx` and `%edx` registers.
- c) **Translate** the following C statement found in the body of the `exam` routine to x86 assembler.

```
y = exam(b, c, a[3]);
```

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- a) Draw the activation block of the `exam` routine, clearly indicating the offsets with respect to `%ebp` and the size of all fields.

20	c[]	-24
4	y	-4
4	old ebp	<- %ebp
4	return @	
4	@a	+8
4	@b	+12
4	x	+16

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- b) **Translate** the start of the exam routine to x86 assembler (first three lines in C up to the statement `y=1;`) knowing that it uses the `%eax`, `%ebx`, `%ecx` and `%edx` registers.

```
exam:    pushl %ebp
          movl %esp, %ebp
          subl $24, %esp;
          pushl %ebx
          movl $1, -4(%ebp)
```

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- c) **Translate** the following C statement found in the body of the exam routine to x86 assembler.

```
y = exam(b, c, a[3]);
```

```
movl 8(%ebp), %ebx      # %ebx = @a[0]
pushl 12(%ebx)          # push a[3]
leal -24(%ebp), %eax   # %eax = @c
pushl %eax              # push @c
pushl 12(%ebp)          # push @b
call exam:
addl $12, %esp
movl %eax, -4(%ebp)
```