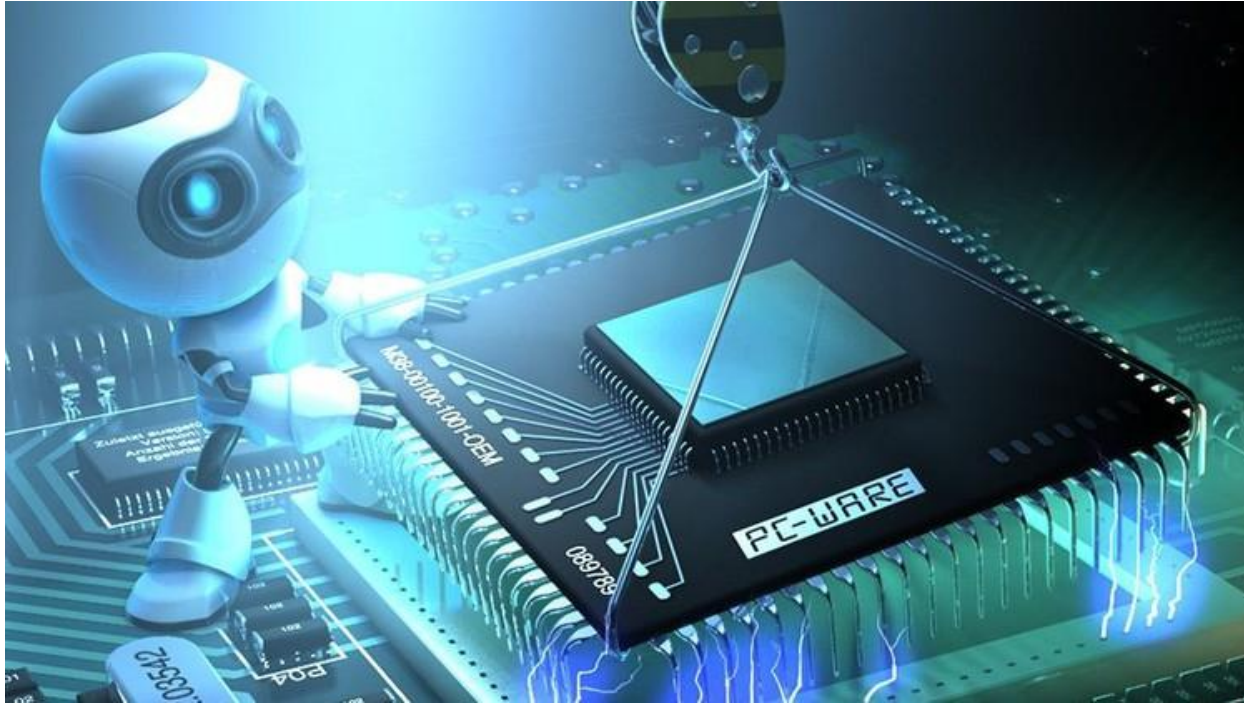
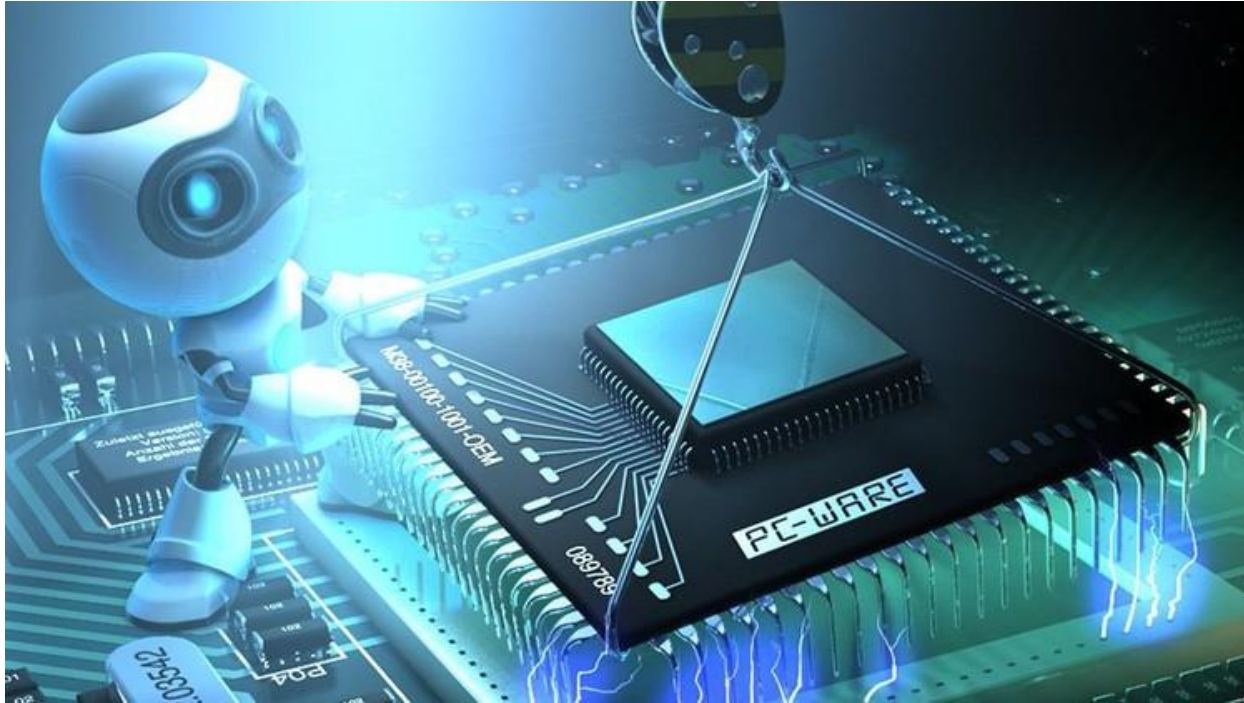


Previous Study - Problem 2



Laboratory Session 2



Previous Study



2. Draw the activation block and translate the following code to x86.

8(%ebp) 20(%ebp)

```
int SimpleSub(S1 a, char b) {  
    int i;  
    if (a.c==b)  
        i=0;  
    else  
        i=*(a.m);  
    return i+a.k;  
}
```



Previous Study



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```

Local variable i
S1.k
S1.m
b
&S1



Previous Study

2.

```
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    int i;  
    if (a.c==b)  
        i=0;  
    else  
        i=*(a.m);  
    return i+a.k;  
}
```

Part 1/2

```
pushl    %ebp  
movl     %esp, %ebp  
movb     8(%ebp), %al          # 8(%ebp) = a.c -> al  
  
compb    %al, 20(%ebp)        # comp a.c with b  
jne      else                 # jump to else if a.c != b  
movl     $0, %eax             # eax = 0  
jmp      endif
```





Previous Study

2.

```
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    int i;  
    if (a.c==b)  
        i=0;  
    else  
        i=*(a.m);  
    return i+a.k;  
}
```

Part 2/2

else:

```
    movl    16(%ebp), %ecx    # ecx = a.m  
    movl    (%ecx), %eax     # eax = *a.m
```

endif:

```
    addl    12(%ebp), %eax    # eax = i + a.k  
    movl    %ebp, %esp  
    popl    %ebp
```

