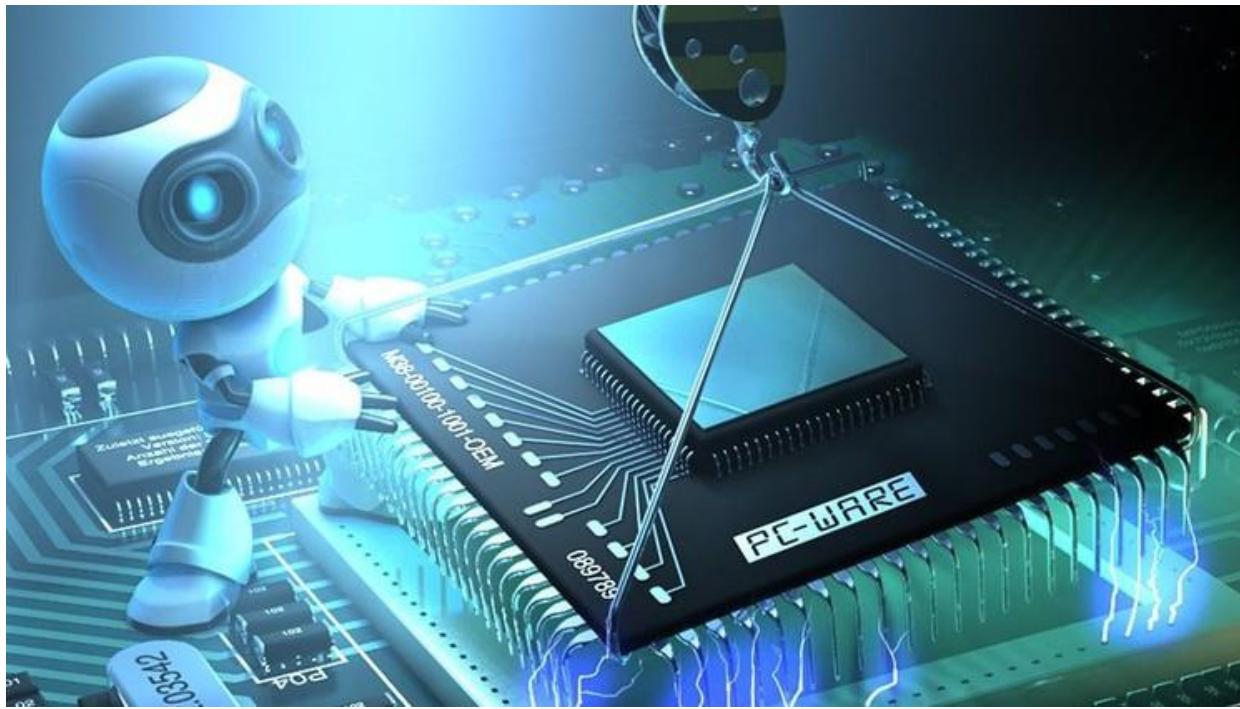


Exam 4 - Problem 2



Exam 4 - Problem 2



Given the following code written in C:

```
typedef struct {
    int id ;
    char letter;
    char sign;
    int price;
} T;

int discount(T person, int percentage) {

    if (person.id > 10) { return person.price * 2 * percentage; }
    else { return person.price * 8 * percentage; }
}
```



Exam 4 - Problem 2



- a) Draw how the structure T would be stored in memory, clearly indicating the displacements and the size of all the fields.
- b) Translate the function `discount` to x86 assembler.

Exam 4 - Problem 2



- a) Translate the following statement to x86 assembler, assuming it's inside the F function:

```
typedef struct {  
    int id ;  
    char letter;  
    char sign;  
    int price;  
} T;
```

0	id	<- 4 bytes, aligned
4	letter	<- 1 byte
5	sign	<- 1 byte
6	(padding)	<- 1 byte, padding
7	(padding)	<- 1 byte, padding
8	price	<- 4 bytes, aligned



Exam 4 - Problem 2

b)

discount:

```
pushl %ebp  
movl %esp, %ebp
```

save old base pointer
set up new base pointer

```
movl 8(%ebp), %eax
```

%eax = &person

```
cmpl $10, 0(%eax)  
jle else_condition
```

compare person.id with 10
jump to else condition if person.id <= 10

Part 1/3

```
int discount(T person, int percentage) {  
    if (person.id > 10) {  
        return person.price * 2 * percentage;  
    } else {  
        return person.price * 8 * percentage;  
    }
```

x86



Exam 4 - Problem 2

b)

```
# if person.id > 10
    movl 12(%ebp), %ecx      # load percentage into ecx
    movl 8(%eax), %eax       # %eax = person.price
    imull $2, %eax           # multiply person.price by 2
    imull %ecx, %eax         # multiply by percentage
    jmp end
```

Part 2/3

x86



Exam 4 - Problem 2

b)

else_condition:

if person.id <= 10

movl 12(%ebp), %ecx # load percentage into ecx

movl 8(%eax), %eax # %eax = person.price

imull \$8, %eax # multiply person.price by 8

imull %ecx, %eax # multiply by percentage

end:

movl %ebp, %esp

popl %ebp

ret # return result in eax

Part 3/3

x86