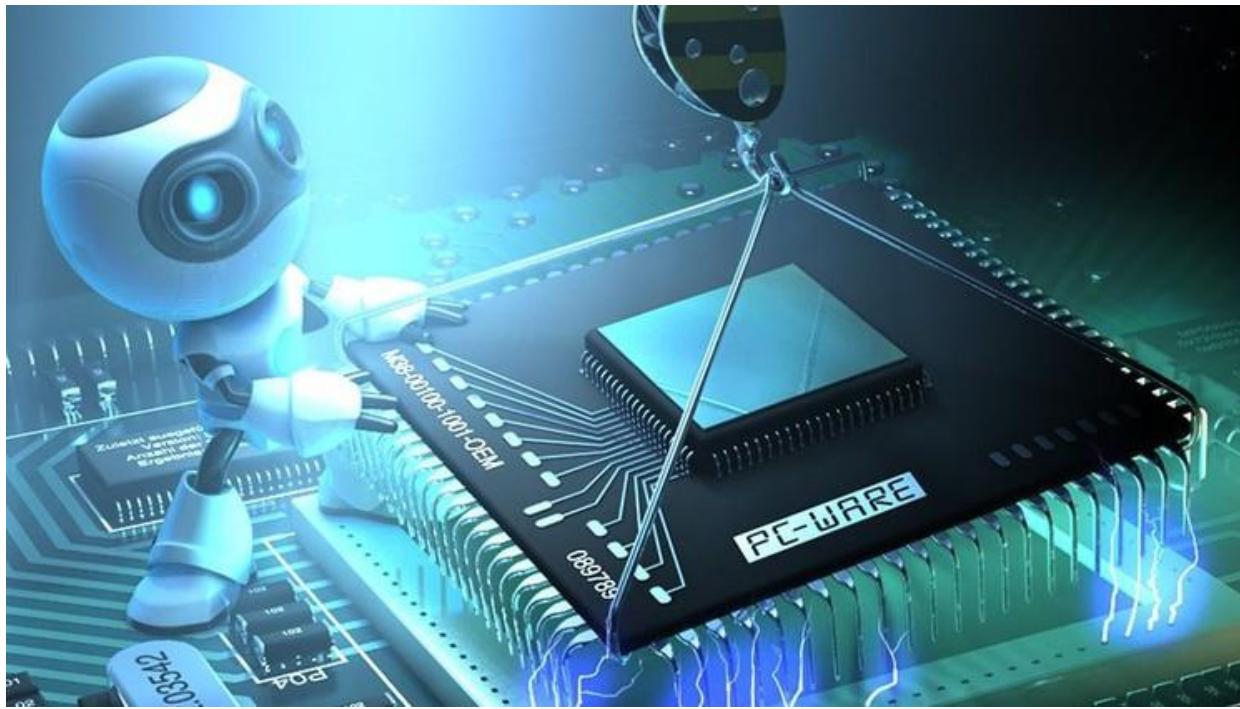
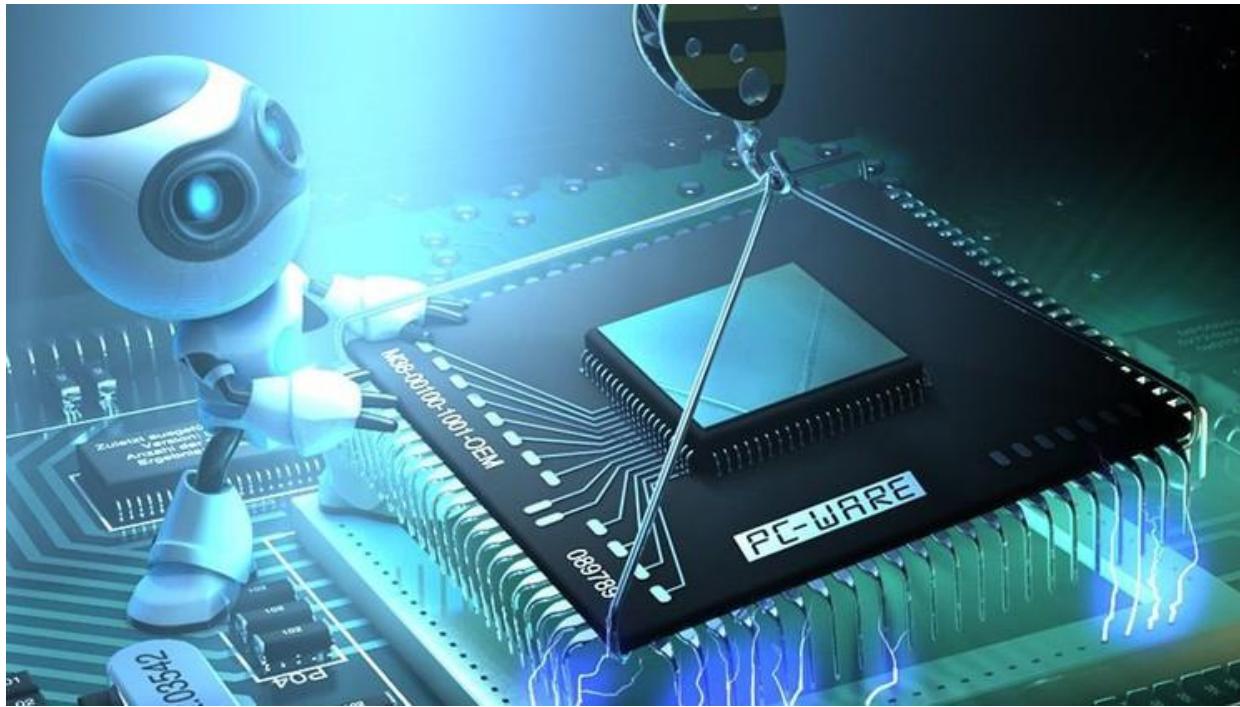


Previous Study - Problem 2



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;  
}
```

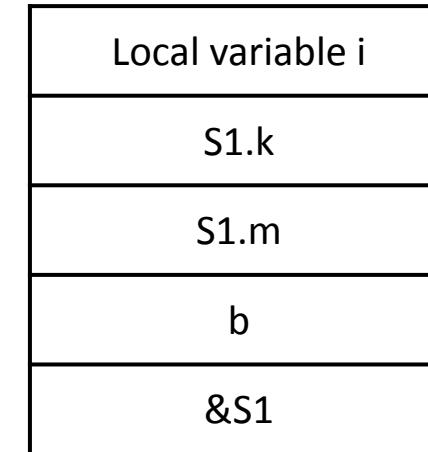


Previous Study



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

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





Previous Study

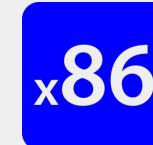
2.

```
int SimpleSub(S1 a, char b) {  
    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.

```
int SimpleSub(S1 a, char b) {  
    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
```

