

## Exam 4 - Problem 2



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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)

Part 1/3

discount:

```
    pushl %ebp           # save old base pointer
    movl %esp, %ebp      # set up new base pointer

    movl 8(%ebp), %eax    # %eax = &person

    cmpl $10, 0(%eax)     # compare person.id with 10
    jle else_condition    # jump to else condition if person.id <= 10
```

```
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

movl 8(%eax), %eax

imull \$2, %eax

imull %ecx, %eax

jmp end

**# load percentage into ecx**

**# %eax = person.price**

**# multiply person.price by 2**

**# multiply by percentage**

Part 2/3

x86

## Exam 4 - Problem 2



b)

Part 3/3

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**

x86