## **Exam 2 Cheatsheet**

## **Syscall**

rax	System Call	rdi	rsi	rdx
0	read	file descriptor	buffer	number of bytes
1	write	file descriptor buffer		number of bytes
60	exit	exit code	_	_

## **Calling C library functions**

- Parameters are stored in registers in the following order: rdi, rsi, rdx, rcx, r8, r9. (If there are more parameters, they are pushed onto the stack)
- Most C functions return an integer or a pointer (which is just an integer). The return value is placed in the rax register
- The called functions may use or destroy the content of the following registers: rax, rcx, rdx, rsi, rdi, r8, r9, r10, r11
- Other registers may be used, but the called function is responsible for saving them.

General Purpose Registers

32-	16-	8-bit	8-bit	Calling	May be destroyed by
bit	bit	low	high	Convention	called function?
eax	ax	al	ah	Return Val/Accum	Yes
ebx	bx	bl	bh	<del>-</del>	No
ecx	CX	cl	ch	4th argument	Yes
edx	dx	dl	dh	3rd argument	Yes
esi	si	sil	-	2nd argument	Yes
edi	di	dil	-	1st argument	Yes
r8d	r8w	r8b	-	5th argument	Yes
r9d	r9w	r9b	-	_	Yes
r10d	r10w	r10b	_	_	Yes
r11d	r11w	r11b	-	_	Yes
r12d	r12w	r1 <mark>2b</mark>	_	_	No
r13d	r13w	r14b	_	_	No
r14d	r14w	r14b	-	_	No
r15d	r15w	r15b	_	_	Yes
	bit eax ebx ecx edx esi edi r8d r9d r10d r11d r12d r13d r14d	bit bit eax ax ebx bx ecx cx edx dx esi si edi di r8d r8w r9d r9w r10d r10w r11d r11w r12d r12w r13d r13w r14d r14w	bit bit low eax ax al ebx bx bl ecx cx cl edx dx dl esi si sil edi di dil r8d r8w r8b r9d r9w r9b r10d r10w r10b r11d r11w r11b r12d r12w r12b r13d r13w r14b r14d r14w r14b	bit         bit         low         high           eax         ax         al         ah           ebx         bx         bl         bh           ecx         cx         cl         ch           edx         dx         dl         dh           esi         si         sil         -           edi         di         dil         -           r8d         r8w         r8b         -           r9d         r9w         r9b         -           r10d         r10w         r10b         -           r11d         r11w         r11b         -           r12d         r12w         r12b         -           r13d         r13w         r14b         -           r14d         r14w         r14b         -	bit bit low high Convention  eax ax al ah Return Val/Accum  ebx bx bl bh —  ecx cx cl ch 4th argument  edx dx dl dh 3rd argument  esi si sil — 2nd argument  edi di dil — 1st argument  r8d r8w r8b — 5th argument  r9d r9w r9b — —  r10d r10w r10b — —  r11d r11w r11b — —  r12d r12w r12b — —  r13d r13w r14b — —  r14d r14w r14b — —

**Special Purpose Registers** 

Register	64-bit	32-bit	16-bit	8-bit low	May be destroyed by called function?
Stack Pointer	rsp	esp	sp	spl	No
Base Pointer	rbp	ebp	bp	bpl	No
<b>Instruction Pointer</b>	rip	eip	ip	-	
<b>Flags and Conditions</b>	rflags	eflags	flags	-	Yes

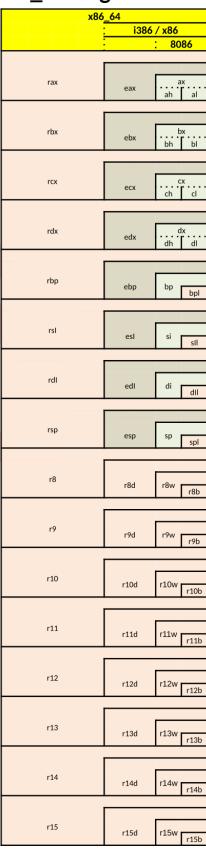
This is the cheatsheet from the first exam. It probably will not be on the second exam.

$2^n$	Other
1	$8^{0}$ and $16^{0}$
2	
4	
8	
16	$16^{1}$
32	
64	
128	
256	$16^{2}$
512	
1024	1 Kilobyte
2048	-
4096	$16^{3}$
8092	
16,384	
32,768	
65,536	$16^{4}$
131,082	
262,144	
524,288	
1,048,576	$16^5$ 1 Megabyte
	1 2 4 8 16 32 64 128 256 512 1024 2048 4096 8092 16,384 32,768 65,536 131,082 262,144 524,288

The counting in hex and binary is going to be on the exam itself

Multiplication	Result
16 • 0	0
$16 \cdot 1$	16
$16 \cdot 2$	32
$16 \cdot 3$	48
$16 \cdot 4$	64
$16 \cdot 5$	80
$16 \cdot 6$	96
$16 \cdot 7$	112
$16 \cdot 8$	128
$16 \cdot 9$	144
$16 \cdot 10(a)$	160
$16 \cdot 11(b)$	176
$16 \cdot 12$ (c)	192
16 · 13 (d)	208
16 · 14 (e)	224
$16 \cdot 15$ (f)	240
16 · 16	256

## x86\_64 Registers Map



The following is probably a placeholder, and it won't show up on the exam version.

function	arguments	return value	notes
puts	char *s	size_t length	does not count null byte
strcpy	char *dest, char *src	char *dest	dest must be big enough
strncmp	char *s1, char *s2, size_t n	int	0 if equal, <0 if s1 <s2,>0 if s1&gt;s2</s2,>
strncpy	char *dest, char *src, size_t n	char *dest	dest must be big enough
strcat	char *dest, char *src	char *dest	dest must be big enough
strncat	char *dest, char *src, size_t n	char *dest	dest must be big enough
strcmp	char *s1, char *s2	int	0 if equal, <0 if s1 <s2,>0 if s1&gt;s2</s2,>

