## Unit 07\_010 - C Functions

- 1. Why is C a "low level, high level language?"
- 2. What does the following code mean in C? How many bytes would be needed (remember to include the null character)

- 3. Write the assembler code in the .data section that would create the equivalent of char \* s = "Hello". It was not covered explicitly in the video, but you should be able to figure out the answer.
- 4. What does the puts command do?
- 5. What is %d in the printf function?
- 6. What is %x in the printf statement?
- 7. How can the %x format specifier be used so that it is clear the output is in hex?

## Unit 07\_020 - Farewell, start

- 8. What command may be used for linking to replace the 1d command?
- 9. What label needs to be changed in order to use gcc as a linker?
- 10. What else can gcc with assembler in addition to linking?

- 11. What is the command you would use to assemble and link your program?
- 12. What is gasm?
- 13. In software development, do you need to dig through documentation yourself, or can you depend on Google and AI to do the searching for you?

## Unit 07\_030 - puts

Video Length 8:00

- 14. What does the puts function do in C? How many arguments does puts take?
- 15. How are parameters passed to functions in x86-64 assembler?
- 16. What is the order of register use for sending arguments to function calls?
- 17. Assume the a variable called **sentence** is defined as a null terminated string. Write the code needed to call puts from assembler. Do not worry about the return value.

18. What does the \$ mean in movq \$message, rdi?

## **Unit 07\_040 - printf**

Video Length 11:15

19. Why do we need to clear the rax register before calling printf?

20. The following line shows a printf statement in C. Write the equivalent in assembler.

- 21. Why do strings require a \$ before the variable name?
- 22. What format specifier is used for each of the following?
  - integer displayed in decimal:
  - integer displayed in hex:
  - string:
- 23. Suppose you were going to call printf with 6 arguments. What registers would you use? (show them in order)

If you have any lingering questions or problems, please write them here or see me.

CSC 264

MOV AX, BX
ADD AX, 1
CALL FUNC

Assembly Language and Computer Architecture