Lab Exercise 7

In this exercise, you are expected to understand the concept of runtime stack as implemented in assembly code. You have to use your knowledge on runtime stack to convert the assembly code provided in this file into its equivalent c code.

The assembly code that you have to convert into c code is as follow.

```
00000000004006\,\mathrm{ba}:
2
             push
                       rbp
            movq
                       rsp, rbp
3
            movl
                       edi, -0x4(rbp)
4
             movl
                       esi, -0x8(rbp)
                       \frac{\text{edx}}{\text{edx}}, -0xc(rbp)
6
             movl
             movl
                       -0x4(rbp), edx
8
             movl
                       -0x8(rbp), eax
             add
                       eax, edx
9
            movl
                       -0xc(rbp), eax
             add
                       edx, eax
             pop
                       rbp
13
             r\,e\,t
  0000000000400984:
14
                       rbp
             push
            movq
                       rsp, rbp
16
             \operatorname{sub}
                       $24, rsp
17
            movl
                       edi, -0x4(rbp)
18
                       esi, -0x8(rbp)
19
             movl
                       edx, -0xc(rbp)
20
             movl
             movl
                       ecx, -0xf(rbp)
             movl
                       r8d, -0x14(rbp)
22
                       -0xf(rbp), edx
             movl
23
             movl
                       -0x14(rbp), eax
24
             add
                       eax, edx
25
                       -0x8(rbp), eax
             movl
26
27
             imul
                       -0xc(rbp), eax
             movl
                       eax, ecx
28
                       -0x4(rbp), eax
             movl
29
             movl
                       ecx, esi
30
             movl
                       eax, edi
31
                       0x4006ba
             call
32
33
             movq
                       rbp, rsp
             pop
                       rbp
35
             ret
  0000000000400886:
36
                       rbp
37
             push
                       rsp, rbp
            movq
38
                       $32, rsp
39
             \operatorname{sub}
                       1, -0x4(rbp)
40
             movl
                       2, -0x8 (rbp)
             movl
41
             movl
                       3, -0xc(rbp)
42
             movl
                       4, -0xf(rbp)
43
             movl
                       5, -0x14 (rbp)
44
```

```
-0x14(rbp), edi
            movl
            movl
                     -0xf(rbp), ecx
46
            movl
                     -0xc(rbp), edx
47
                     -0x8(rbp), esi
            movl
48
            movl
                     -0x4(rbp), eax
49
                     edi, r8d
            movl
50
                     eax, edi
            movl
51
                     0x400984
            call
            movq
                     rbp, rsp
54
            pop
                     rbp
            ret
56
```

This code is actually a part of a larger code. In the larger code, originally there are five functions. These functions and the addresses of their first instructions are listed as follows.

• Function: main, address of its first instruction: 0x400a86

• Function: foo, address of its first instruction: 0x400886

• Function: foo1, address of its first instruction: 0x400984

• Function: foo2, address of its first instruction: 0x4006ba

• Function: foo3, address of its first instruction: 0x4005b6

Based on the assembly code provided above and the addresses of the first instructions of all functions in the original code, please write down the c code version of the assembly code shown above, which shows only three out of the original five functions. The names of the functions in your c code must be selected accurately from the functions in the list. In your c code, you are free to choose the names of the variables used in each function as long as they behave consistently like the memory addresses and/or registers that they represent in the assembly code.

After finishing your task, write your name as a comment in your c code, and submit it to the provided link in Blackboard.