

## Declaration of integer variables and assigning them values

```
→ 0x4004ef <main+8>      mov     DWORD PTR [rbp-0x4], 0x1
    0x4004f6 <main+15>     mov     DWORD PTR [rbp-0x8], 0x2
```

## Moving of integer variable values from memory to register and passing them as arguments into functions

Rdi = 1<sup>st</sup> argument

Rsi = 2<sup>nd</sup> argument

```
0x4004fd <main+22>      mov     edx, DWORD PTR [rbp-0x8]
0x400500 <main+25>      mov     eax, DWORD PTR [rbp-0x4]
0x400503 <main+28>      mov     esi, edx
0x400505 <main+30>      mov     edi, eax
```

## Creating a new stack frame

Rbp - 0x4 = 1<sup>st</sup> argument

Rbp - 0x8 = 2<sup>nd</sup> argument

```
0x400533 <add+1>        mov     rbp, rsp
0x400536 <add+4>        mov     DWORD PTR [rbp-0x4], edi
0x400539 <add+7>        mov     DWORD PTR [rbp-0x8], esi
```

Edx = 1

Eax = 2

Eax = 1 + 2

Return value will be stored in eax

```
→ 0x40053c <add+10>     mov     edx, DWORD PTR [rbp-0x4]
    0x40053f <add+13>     mov     eax, DWORD PTR [rbp-0x8]
    0x400542 <add+16>     add     eax, edx
```

0x8 + 0x4 = 0xC

```
→ 0x40050c <main+37>     mov     DWORD PTR [rbp-0xc], eax
```

End result

```
printf@plt (  
  $rdi = 0x000000000004005d4 → "%d + %d = %d",  
  $rsi = 0x0000000000000001,  
  $rdx = 0x0000000000000002,  
  $rcx = 0x0000000000000003  
)
```