

# LAB 08

## STACK, IT'S OPERATION AND NESTED PROCEDURES



STUDENT NAME

ROLL NO

SEC

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MARKS AWARDED: \_\_\_\_\_

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## Lab Session 08: **STACK, IT'S OPERATION & NESTED PROCEDURES**

### Objectives:

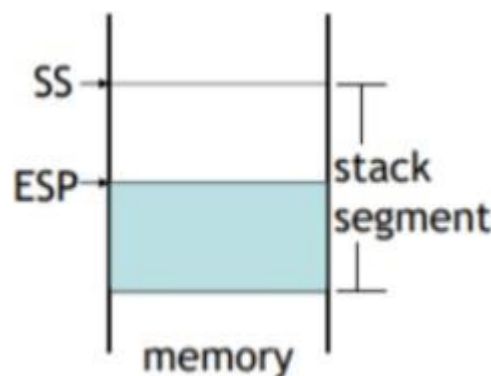
- To learn about Runtime Stack and how to implement using PUSH and POP instructions
- To learn about user defined procedures and to use related Instructions
- Understanding the Nested Procedures and the way those are implemented in assembly

### Stack:

- LIFO (Last-In, First-Out) data structure.
- push/ pop operations
- You probably have had experiences on implementing it in high-level languages.
- Here, we concentrate on runtime stack, directly supported by hardware in the CPU. It is essential for calling and returning from procedures.

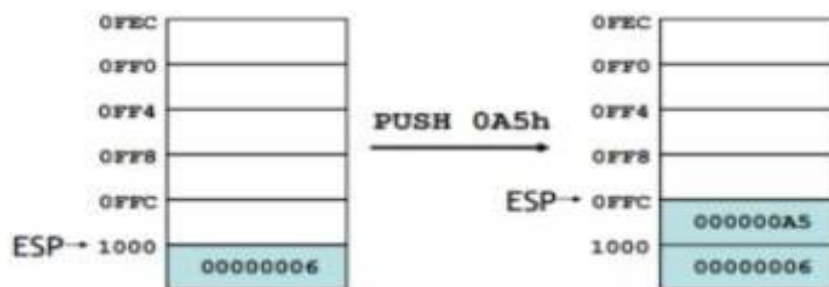
### Runtime Stack:

- Managed by the CPU, using two registers
- SS (stack segment)
- ESP (stack pointer): point the last value to be added to, or pushed on, the top of stack usually modified by instructions: **CALL, RET, PUSH and POP**



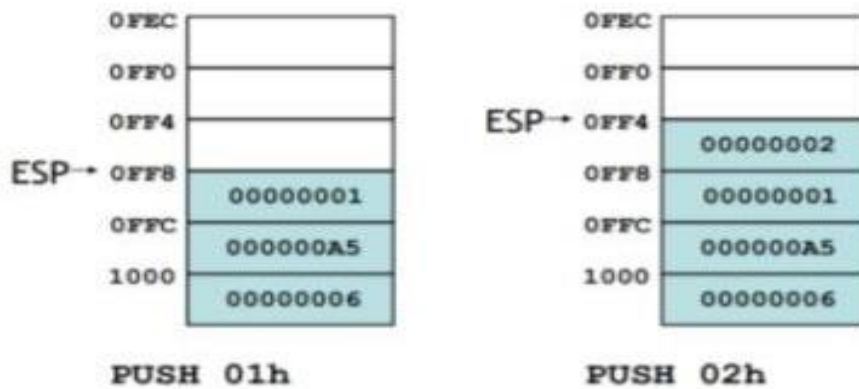
### Push Operation

A 32-bit push operation decrements the stack pointer by 4 and copies a value into the location in the stack pointed to by the stack pointer.



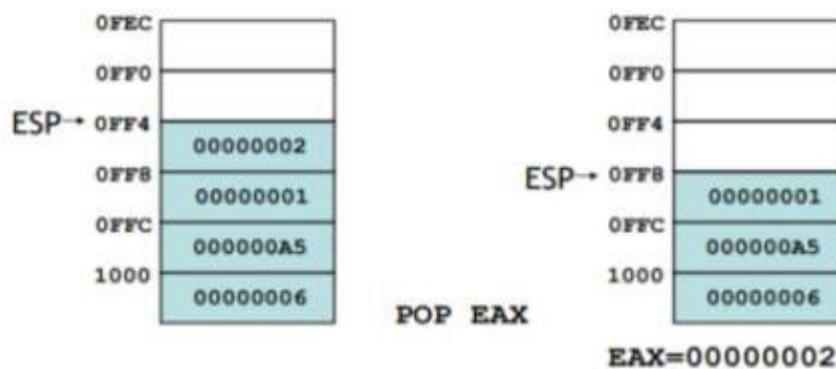
- The same stack after pushing two more integers:





## Pop Operation

A pop operation removes a value from the stack. After the value is popped from the stack, the stack pointer is incremented (by the stack element size) to point to the next- highest location in the stack. It copies value at stack [ESP] into a register or variable.



## PUSH and POP instructions:

### PUSH syntax:

- PUSH r/m16
- PUSH r/m32
- PUSH imm32

### POP syntax:

- POP r/m16
- POP r/m32

## PUSHFD and POPFD Instructions

The MOV instruction cannot be used to copy the flags to a variable.

The **PUSHFD** instruction pushes the 32-bit EFLAGS register on the stack, and **POPFD** pops the stack into EFLAGS:

- PUSHFD
- POPFD



**Example 01: (Stack and nested loops.)**

```
Include Irvine32.inc
.code
main proc
mov ecx,5
L1:
    push ecx
    mov ecx, 10
    L2:
        inc ebx
        loop L2
    pop ecx
loop L1

call    DumpRegs
exit
main ENDP
END main
```

**Example 02:( displays the Addition of three integers through a stack)**

```
Include Irvine32.inc
.data
    VAR1 DWORD 2
.code
main proc
    mov eax, 0
    mov ecx, 3
    L1:
        PUSH VAR1
        ADD VAR1, 2
    LOOP L1
    mov ecx, 3
    L2:
        POP ebx
        ADD eax, ebx    ;eax value added
    LOOP L2

call DumpRegs
exit
main ENDP
END main
```



**Example 03:(To find the largest number through a stack)**

```

Include Irvine32.inc
.code
main proc
PUSH 5
PUSH 7
PUSH 3
PUSH 2
MOV eax, 0                                ;eax is the largest
MOV ecx, 4
L1:
    POP edx
    CMP edx, eax
    JL SET
    MOV eax, edx
    SET:
LOOP L1
call  DumpRegs
exit
main ENDP
END main

```

**Procedures**

- Procedures or subroutines are very important in assembly language, as the assembly language programs tend to be large in size.
- Procedures are identified by a name. Following this name, the body of the procedure is described which performs a well-defined job.
- End of the procedure is indicated by a return statement.

**Example 04:**

```

INCLUDE Irvine32.inc
INTEGER_COUNT = 3
.data
    str1 BYTE "Enter a signed integer: ",0
    str2 BYTE "The sum of the integers is: ",0
    array DWORD INTEGER_COUNT DUP(?)

.code
main PROC
call Clrscr
mov esi, OFFSET array
mov ecx, INTEGER_COUNT

```



```

call PromptForIntegers
call ArraySum
call DisplaySum

exit
main ENDP

;----- PromptForIntegers -----
PromptForIntegers PROC USES ecx edx esi
mov edx, OFFSET str1          ; "Enter a signed integer"
L1:
    WriteString                ; display string
    call ReadInt               ; read integer into EAX
    call Crlf                  ; go to next output line
    mov [esi], eax              ; store in array
    add esi, TYPE DWORD        ; next integer
loop L1
ret
PromptForIntegers ENDP

;----- ArraySum -----
ArraySum PROC USES esi ecx
mov eax,0                      ; initialize the value of sum to ZERO
L1:
    add eax, [esi]              ; add each integer to sum
    add esi, TYPE DWORD        ; point to next integer
loop L1                         ; repeat for array size
ret                             ; sum is in EAX
ArraySum ENDP

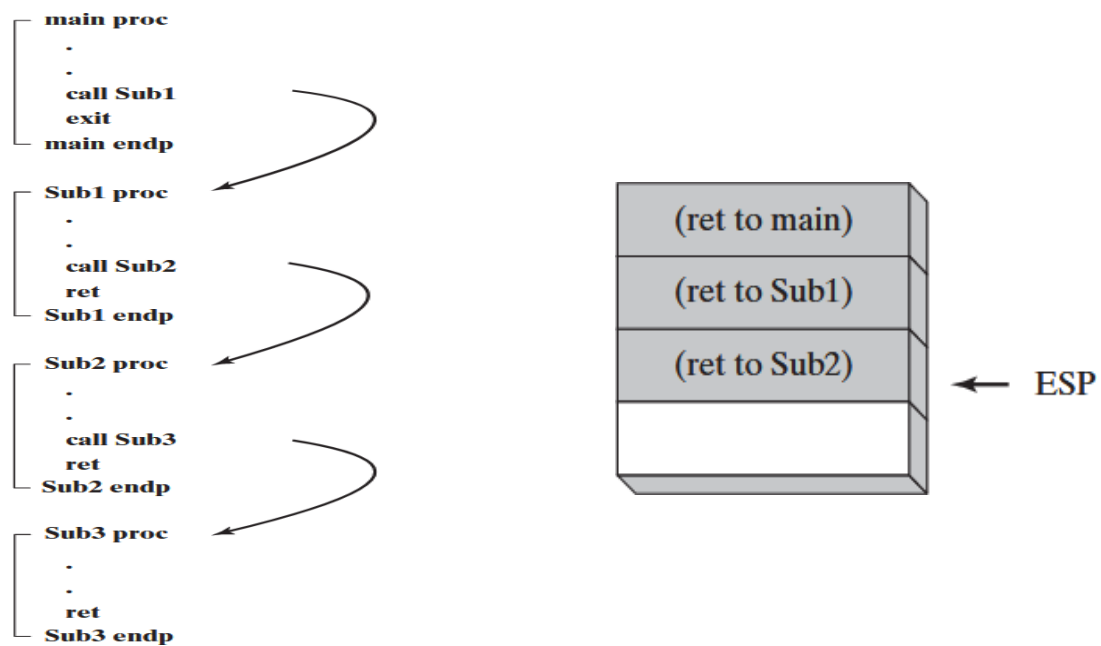
;----- DisplaySum -----
DisplaySum PROC USES edx
mov edx, OFFSET str2
call WriteString
call WriteInt                  ; display EAX
call Crlf
ret
DisplaySum ENDP
END main

```

### **Nested Procedure Calls**

A nested procedure call occurs when a called procedure calls another procedure before the first procedure returns.



**Example 05:**

```

Include Irvine32.inc
.data
    var1    DWORD 5
    var2    DWORD 6
.code
main proc
call AddTwo
call dumpregs
call writeint
call crlf
exit
main ENDP

AddTwo PROC
Mov eax,var1
Mov ebx,var2
Add eax,var2

Call AddTwo1
Ret
Addtwo ENDP

AddTwo1 PROC
Mov ecx,var1
Mov edx,var2
Add ecx, var2
Call writeint
Ret
AddTwo1 ENDP

```



**Lab Task(s):****Task#1:**

Take an array atleast of 10 numbers, move word-type of data in reverse order into another empty array using stack push and pop technique.

**Task#2**

Write a program having nested procedures used to calculate the total sum of 2 arrays (each array having atleast 5-elements). The sum of 1-array in 1st procedure and in 2nd procedure have sum of 2-array. And the 3rd procedure adds the results of both.

**Task#3**

Print the following pattern using a function call in which number of columns is passed through a variable.

```
*  
**  
***  
****  
*****
```

**Task#4**

Print the following pattern using a function call in which number of columns is passed through a variable.

```
A  
BC  
DEF  
GHIJ  
KLMN
```

**Task#5**

Write a function that asks the user for a number n and prints the sum of the numbers 1 to n.



## TASK 1:

```
asm* ❷ ❸
1  include Irvine32.inc
2  .data
3  array1 dword 1,3,4,5,6,7,8,9,11,12
4  array2 dword 10 dup(?)
5  .code
6  main proc
7
8  mov ecx, lengthof array1
9  mov esi, offset array1
10 L1:
11     push [esi]
12     add esi, 4
13 loop L1
14 mov esi, offset array2
15 mov ecx, lengthof array2
16 L2:
17     pop eax
18     mov [esi], eax
19     add esi, 4
20 loop L2
21 mov ecx, lengthof array1
22 mov esi, 0
23 L3:
24     mov eax, array2[esi]
25     call writedec
26     call crlf
27     add esi, 4
28 loop L3
29
30 exit
31 main ENDP
32 END main
```

❷ No issues found

## OUTPUT:

```
Microsoft Visual Studio Debug Console
12
11
9
8
7
6
5
4
3
1

C:\Users\student\source\repos\COALLab8\Debug\COALLab8.exe (process 47092) exited with code 0.
Press any key to close this window . . .
```

## TASK 2;

```
m* B X
Include Irvine32.inc
.data
array1 dword 2,4,6,8,10
array2 dword 1,3,5,7,9
sum1 dword ?
sum2 dword ?
.code
main proc

call addsum

exit
main ENDP

addfirstarray proc

xor eax,eax
mov ecx, lengthof array1
mov esi,offset array1
L1:
    add eax,[esi]
    add esi,4
loop L1
mov sum1,eax
ret
addfirstarray endp

addsecondarray proc

xor eax,eax
mov ecx, lengthof array2
mov esi,offset array2
L1:
    add eax,[esi]
    add esi,4
loop L1
mov sum2,eax
ret
addsecondarray endp
```

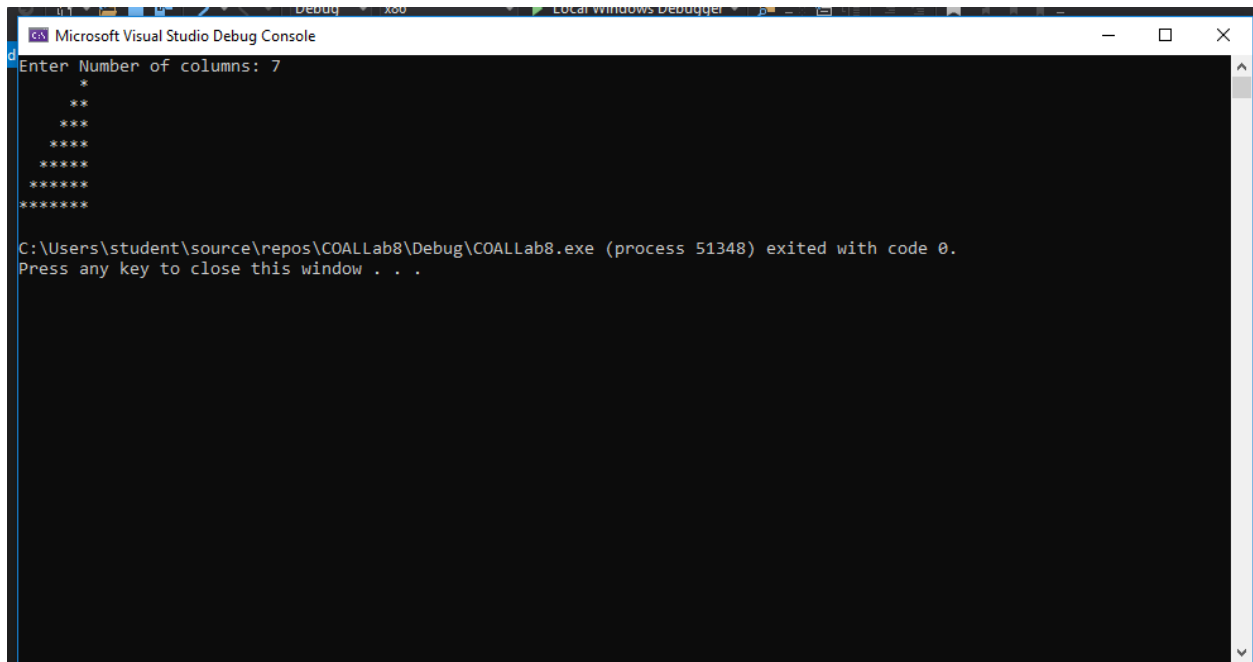
## OUTPUT:

```
Microsoft Visual Studio Debug Console
55
C:\Users\student\source\repos\COALLab8\Debug\COALLab8.exe (process 42364) exited with code 0.
Press any key to close this window . . .
```

### TASK 3:

```
1 exit
2 main endp
3
4
5
6
7 printpattern proc
8 xor eax, eax
9 xor ecx, ecx
10 mov ecx, col
11 xor ebx, ebx
12 xor edx, edx
13 mov ebx, col
14 dec ebx
15 ;mov edx, 1
16 L1:
17     mov temp, ecx
18     sub ecx, 1
19     cmp ecx, 0
20     je np
21     mov eax, 20h
22     L2:
23         call writechar
24     loop L2
25     np:
26     mov ecx, temp
27     mov edx, col
28     sub edx, ebx
29     mov ecx, edx
30     mov eax, 2Ah
31     L3:
32         call writechar
33     loop L3
34     dec ebx
35     ;inc edx
36     mov ecx, temp
37     call crlf
38 loop L1
39 ret
40 printpattern endp
41 end main
```

### OUTPUT:



```
Microsoft Visual Studio Debug Console
Enter Number of columns: 7
*
**
***
****
*****
*****
*****

C:\Users\student\source\repos\COALLab8\Debug\COALLab8.exe (process 51348) exited with code 0.
Press any key to close this window . . .
```

## TASK 4:

```
asm - 0 X
1 printpattern proc
2 xor eax,eax
3 xor ecx,ecx
4 mov ecx,col
5 xor ebx,ebx
6 xor edx,edx
7 mov ebx,col
8 dec ebx
9 ;mov edx,1
10 mov eax,065
11 L1:
12     mov temp2,eax
13     mov temp,ecx
14     sub ecx,1
15     cmp ecx,0
16     je np
17     mov eax,20h
18     L2:
19         call writechar
20     loop L2
21     np:
22     mov ecx,temp
23     mov edx,col
24     sub edx,ebx
25     mov ecx,edx
26     mov eax,temp2
27     L3:
28         call writechar
29     inc eax
30     loop L3
31     ;inc eax
32     dec ebx
33     ;inc edx
34     mov ecx,temp
35     call crlf
36 loop L1
37 ret
38 printpattern endp
39 end main
```

## OUTPUT:

```
Microsoft Visual Studio Debug Console
Enter Number of columns: 6
  A
 BC
DEF
GHIJ
KLMNO
PQRSTU

C:\Users\student\source\repos\COALLab8\Debug\COALLab8.exe (process 36472) exited with code 0.
Press any key to close this window . . .
```

## TASK 5:

```
ode.asm* 8 X
1  include Irvine32.inc
2  include macros.inc
3  .data
4  n dword ?
5  sum dword ?
6  .code
7  main proc
8  mwrite "Enter number to do the sum till ",0ah,0dh
9  call readint
10 mov n,eax
11 call sumton
12 mov eax,sum
13 call writedec
14
15 exit
16 main endp
17
18 sumton proc
19 mov ecx,n
20 mov eax,1
21 L1:
22     add sum,eax
23     inc eax
24     loop L1
25
26 ret
27 sumton endp
28 end main
```

## OUTPUT:

```
Microsoft Visual Studio Debug Console
Enter number to do the sum till 10
55
C:\Users\student\source\repos\COALLab8\Debug\COALLab8.exe (process 75712) exited with code 0.
Press any key to close this window . . .
```