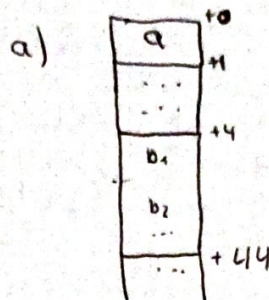


# Problemas 3 AC

Problemas: 2.9, 2.10, 2.14

2.9

s → %ebx  
i → %esi  
j → %edi  
x → %edi



size int  
4 \* 10 = 40

b)

$s[i] = @s + 4 \cdot i$   
 $b[j] = @b + j \cdot 4$  } Es un struct  
 $s[i].b[j] = @s + 44 \cdot i + 4 + j \cdot 4$   
struct que toca

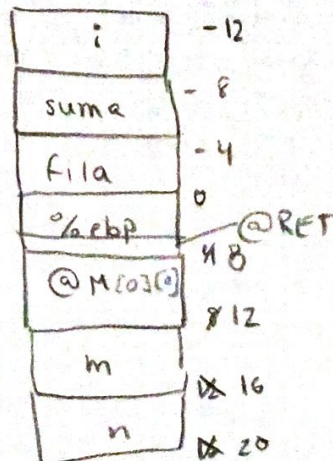
c)

mul \$44, %esi, %eax # i \* 44  
addl %ebx, %eax # res = @s + i \* 44  
addl \$4, %eax # res += 4  
addl (%eax, %edi, 4), %eax # @s[i].b[j]  
~~imul \$44, %eax, %eax~~ # ~~s[i].b[j] \* 4~~  
addl %ebx, (%eax)4, # @s + 44 \* eax  
addl \$1, %eax  
movl %eax, %edi

%eax = devolver resultados

2.10

a) var. loc = 34 = 12



var. loc
%ebp
@RET
Parám



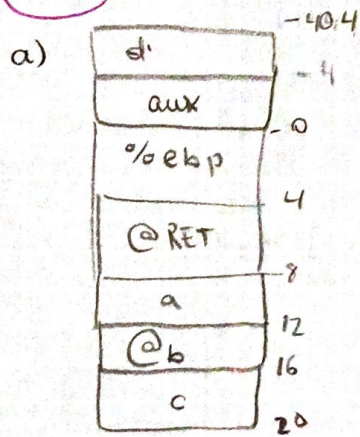
calcula: pushl %ebp  
 movl %esp, %ebp  
 subl \$12, %esp  
 movl \$0, -8(%ebp)  
 movl \$0, -4(%ebp)  
 movl 12(%ebp), %edx  
 For: cmpl 16(%ebp), %edx  
 jle ffor  
 leal 8(%ebp), %eax  
 addl %eax, 4(%ebp, 40), %eax  
 addl %edx, 1(%edx, 4), %edx  
 leal -4(%ebp), %ebx  
 call Normaliza

{que hace esto?}

# suma = 0  
 # fila = 0  
 # i = m

LEAL = op2 ← &op1

2.14



b) xorl %eax, %eax # eax = 0  
 leal -404(%ebp), %ebx  
 leal -4(%ebp), %ecx  
 pushl %eax  
 pushl %ebx  
 pushl %ecx  
 call examen

c) movl \$0, -4(%ebp)  
 for: cmpl \$100, -4(%ebp)  
 jge ffor  
 leal -404(%ebp), %eax  
 addl %eax, 4(%ebp, 4), %eax  
 addl 12(%ebp), 4(%ebp, 4), %ebx  
 movl %eax, %ebx  
 incl -4(%ebp)  
 jmp for  
 ffor:

d) movl 8(%ebp), %eax  
 movl 12(%ebp), %ebx  
 movl 16(%ebp), %ecx