



# CS107, Lecture 15 Extras

## Introduction to Assembly

Reading: B&O 3.1-3.4

Ed Discussion: <https://edstem.org/us/courses/28214/discussion/2047914>



# **Extra Practice**

# 1. Extra Practice

Fill in the blank to complete the C code that

```
int x = ...  
int *ptr = malloc(...);  
...  
___???___ = _???_;
```

1. mystery line compiles to this assembly
2. registers hold these values

```
mov %ecx, (%rax)
```

<val of x>

%ecx

<val of ptr>

%rax



(Pedantic: You should sub in <x> and <ptr> with actual values, like 4 and 0x7fff80)

# 1. Extra Practice

Fill in the blank to complete the C code that

```
int x = ...  
int *ptr = malloc(...);  
...  
___???___ = _???_;
```

**\*ptr = x;**

---

```
mov %ecx, (%rax)
```

<val of x>

%ecx

<val of ptr>

%rax

## 2. Extra Practice

Fill in the blank to complete the C code that

1. generates this assembly
2. **results in** this register layout

```
long arr[5];
```

```
...
```

```
long num = ____???____;
```

---

```
mov (%rdi, %rcx, 8),%rax
```

<val of num>

%rax

3

%rcx

<val of arr>

%rdi



## 2. Extra Practice

Fill in the blank to complete the C code that

1. generates this assembly
2. **results in** this register layout

```
long arr[5];
```

```
...
```

```
long num = _____???
```

```
long num = arr[3];
```

```
long num = *(arr + 3);
```

```
long num = *(arr + y);
```

(assume long y = 3;  
declared earlier)

```
mov (%rdi, %rcx, 8),%rax
```

<val of num>

%rax

3

%rcx

<val of arr>

%rdi

## 3. Extra Practice

Fill in the blank to complete the C code that

1. generates this assembly
2. has this register layout

```
char str[5];
```

```
...
```

```
___ ??? ___ = 'c';
```

---

```
mov $0x63, (%rcx,%rdx,1)
```

<val of str>

%rcx

2

%rdx



## 3. Extra Practice

Fill in the blank to complete the C code that

1. generates this assembly
2. has this register layout

```
char str[5];
```

```
...
```

```
___ ??? ___ = 'c';
```

```
str[2] = 'c';  
*(str + 2) = 'c';
```

---

```
mov $0x63, (%rcx,%rdx,1)
```

<val of str>

%rcx

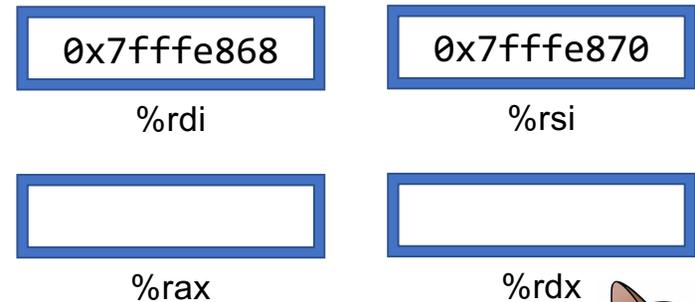
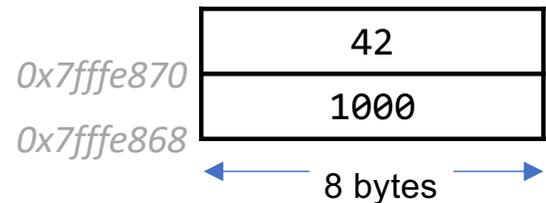
2

%rdx

# Bonus: Sneak peek into next week

- The below code is the objdump of a C function, foo.
  - foo keeps its 1<sup>st</sup> and 2<sup>nd</sup> parameters in registers %rdi and %rsi, respectively.

```
0x4005b6 <foo>      mov    (%rdi),%rax
0x4005b9 <foo+3>      mov    (%rsi),%rdx
0x4005bc <foo+6>      mov    %rdx,(%rdi)
0x4005bf <foo+9>      mov    %rax,(%rsi)
```



- What does this function do?
- What C code could have generated this assembly?

(Hints: make up C variable names as needed, assume all regs 64-bit)



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0x4005b6 <foo>      mov     (%rdi),%rax
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```

