

Introduction to 8086 Assembly

Lecture 11

**Modular Programming
in C and Assembly**

Modular Programming



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test.c

```
#include <stdio.h>

extern int fact(int);

extern int maxval;

int main() {
    int x = 8;
    printf("x!=%d\n", fact(x));

    return 0;
}
```

fact.c

```
int maxval = 2;
static int flag = 1;

int fact(int n) {
    return n==0 ? 1 : n*fact(n-1);
}

static int condmax(int a, int b) {
    return (a > b && flag) ? a : b;
}
```

Modular Programming



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test.c

```
#include <stdio.h>

int fact(int);

extern int maxval;

int main() {
    int x = 8;
    printf("x!=%d\n", fact(x));

    return 0;
}
```

fact.c

```
int maxval = 2;
static int flag = 1;

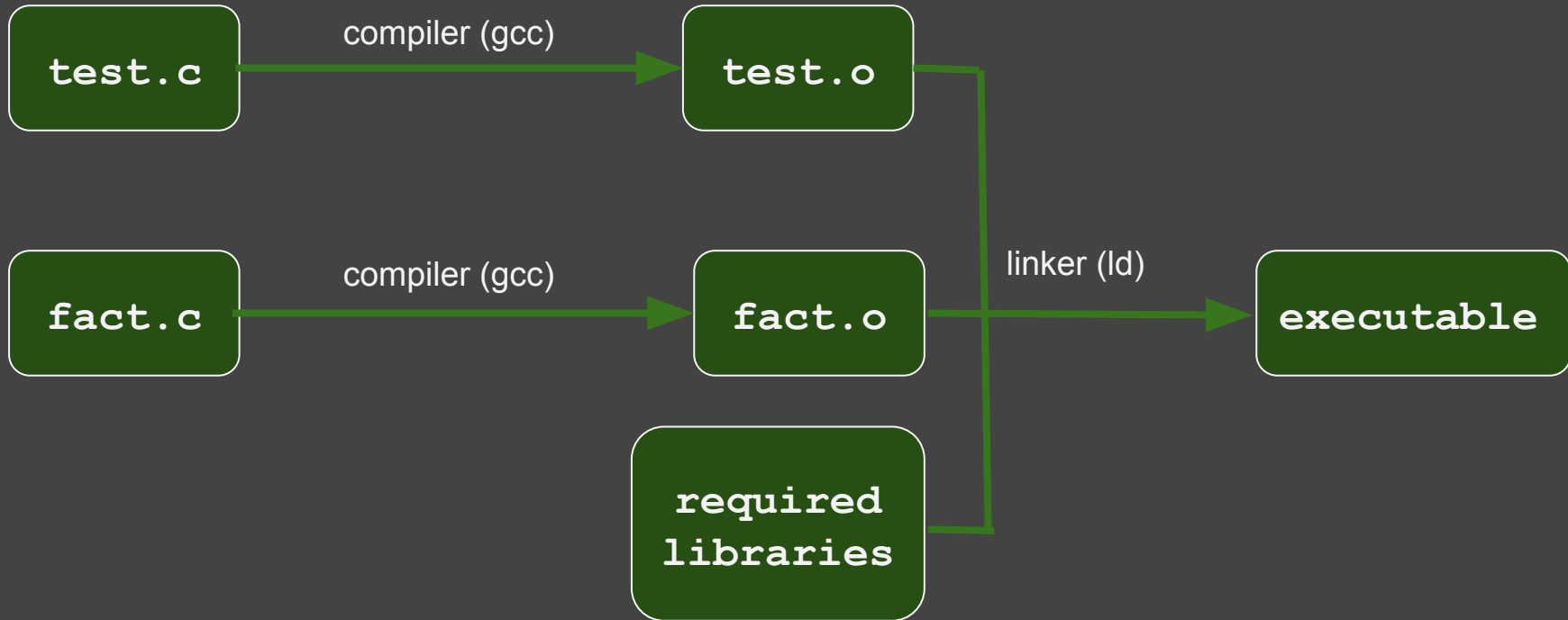
int fact(int n) {
    return n==0 ? 1 : n*fact(n-1);
}

static int condmax(int a, int b) {
    return (a > b && flag) ? a : b;
}
```

Remember: Compiling and linking C files



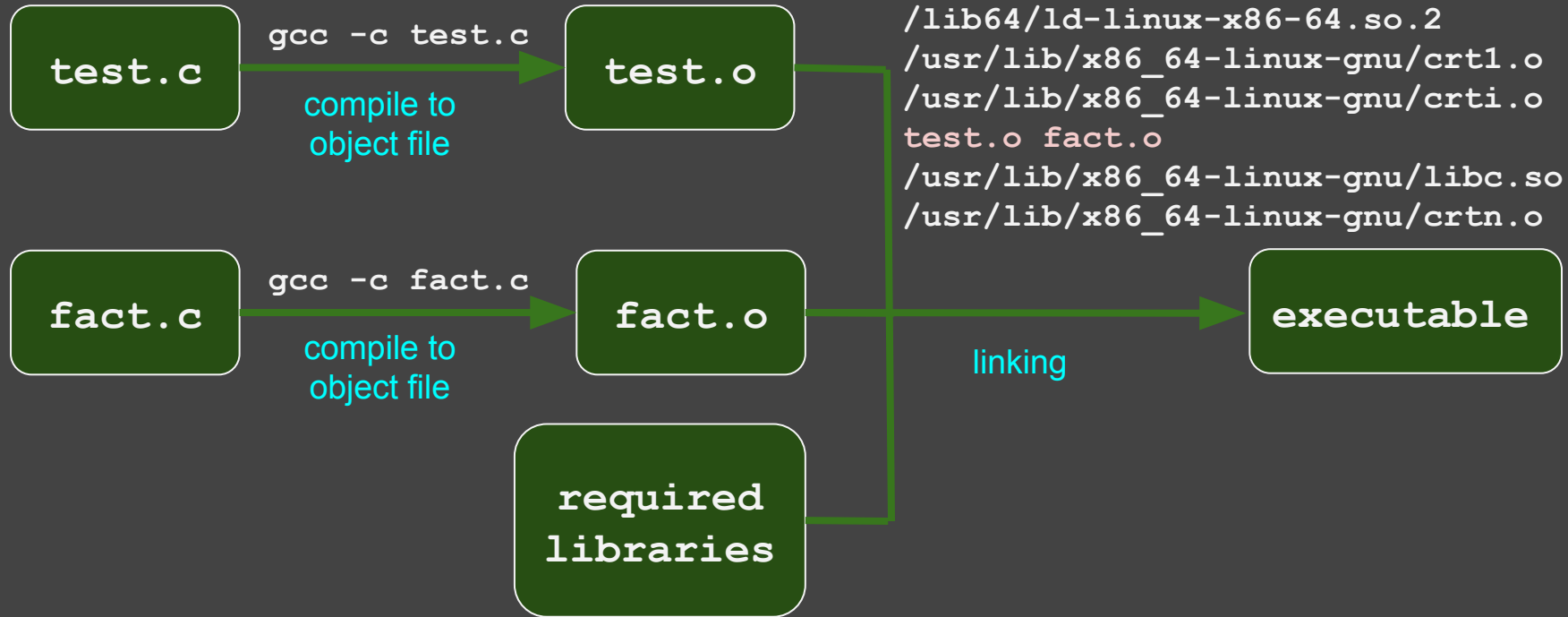
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Remember: Compiling and linking C files



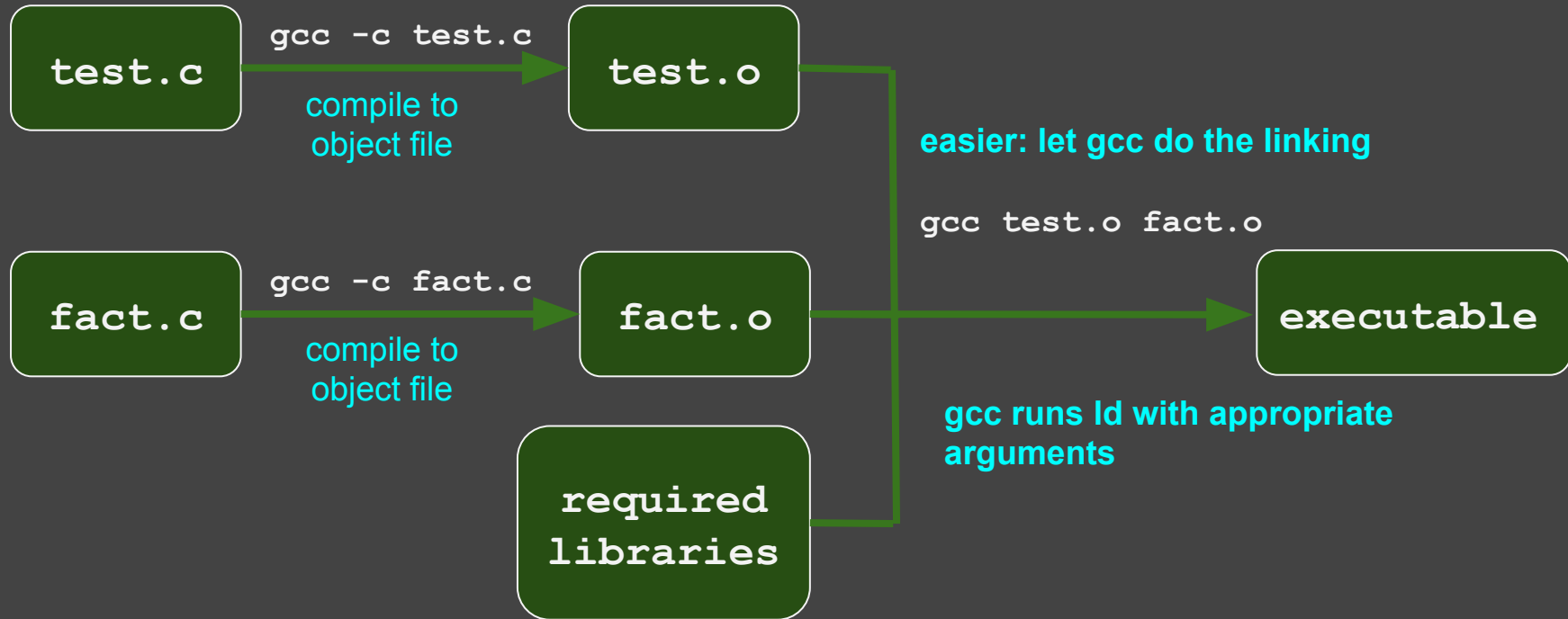
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Remember: Compiling and linking C files



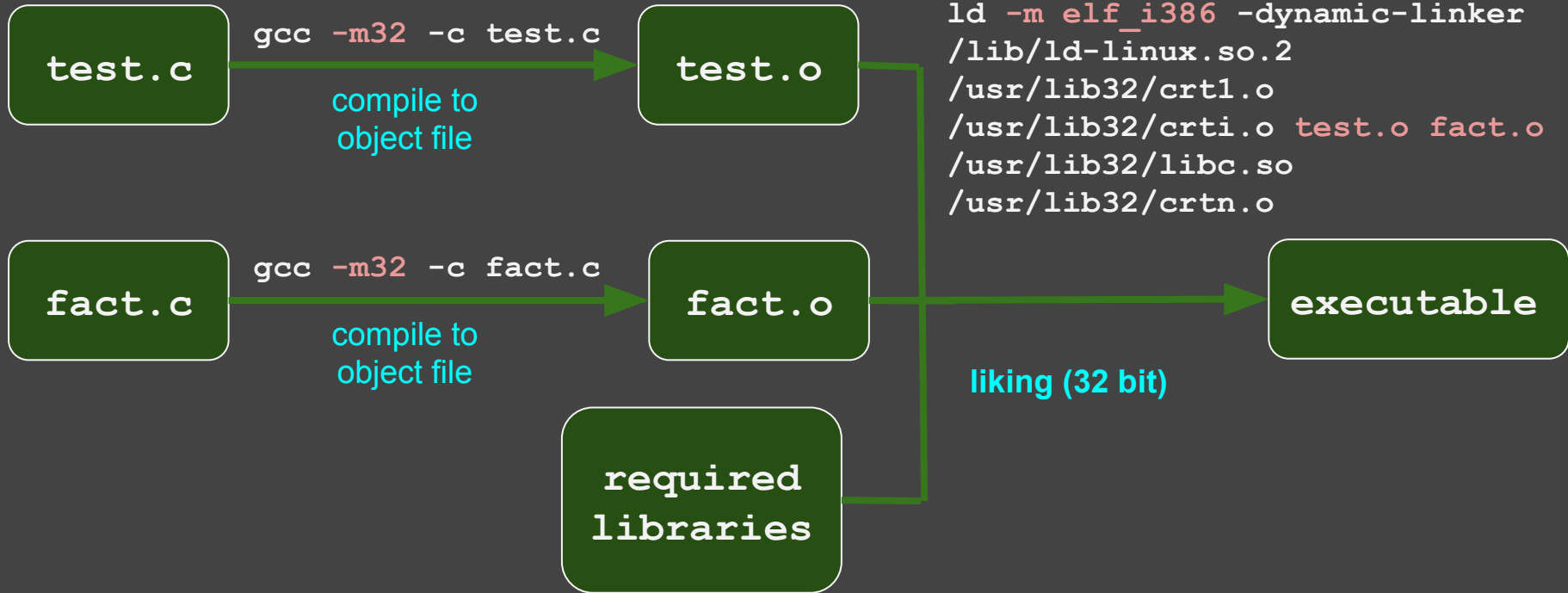
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32 bit Compiling and linking C files



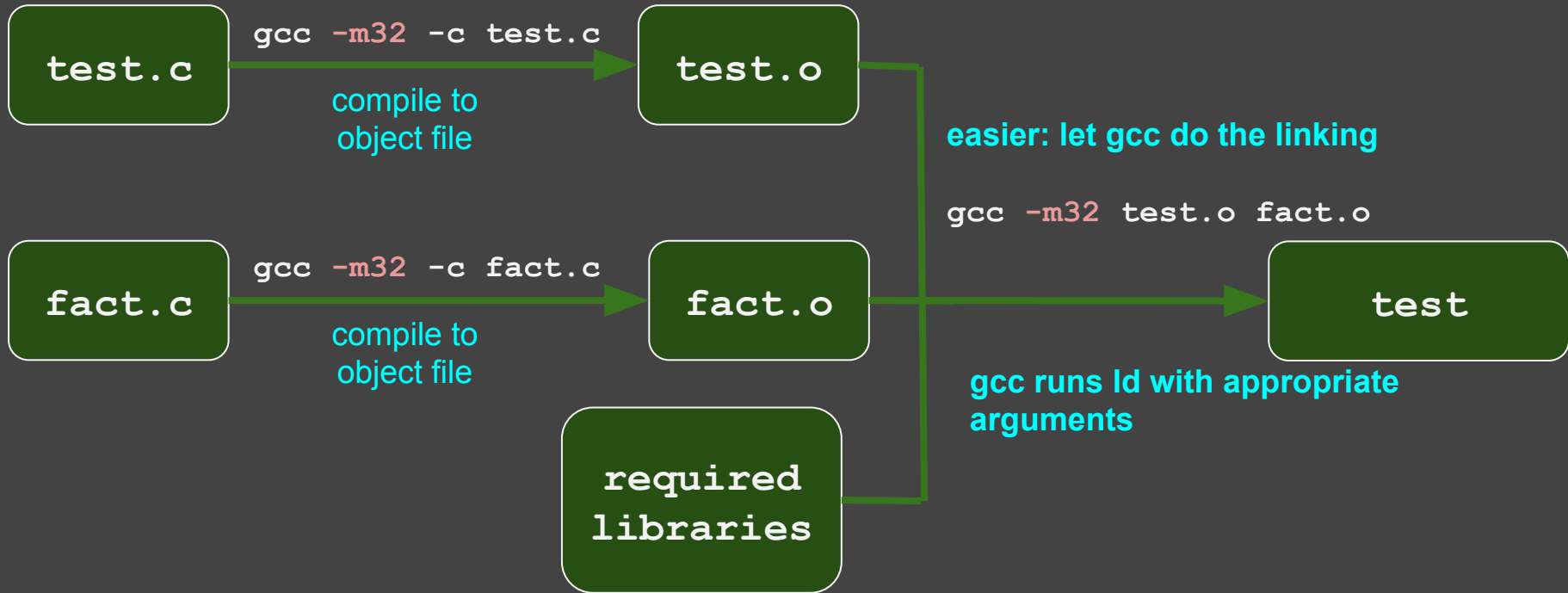
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32 bit Compiling and linking C files



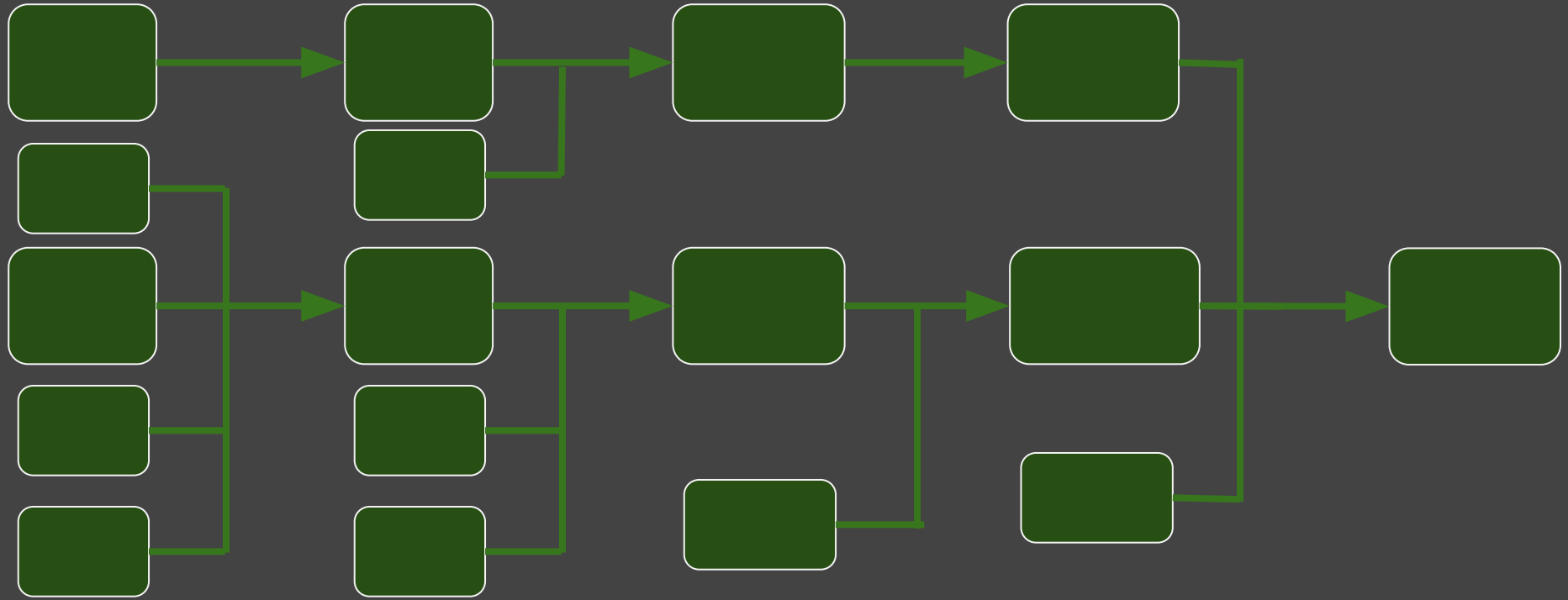
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Building large projects



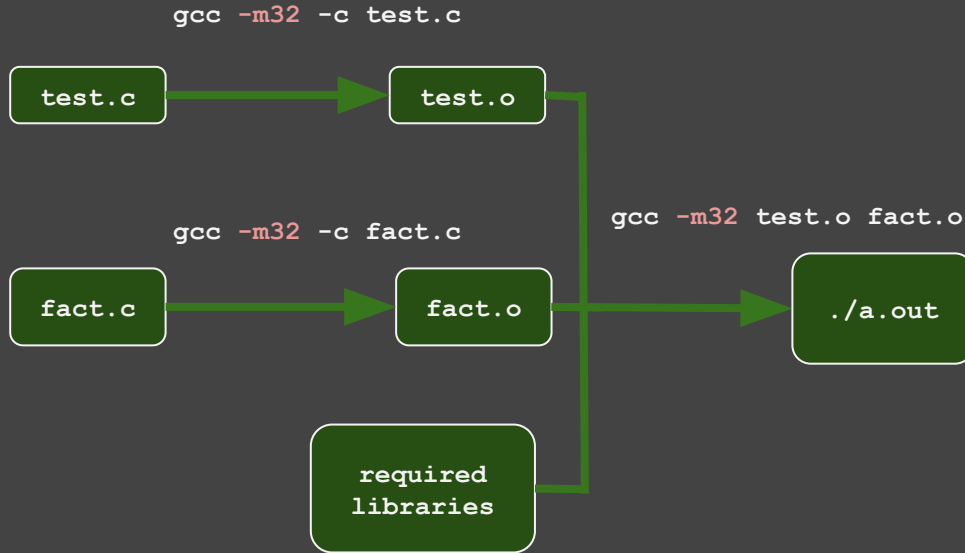
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Makefile



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target

a.out: test.o fact.o
gcc -m32 test.o fact.o

test.o: test.c
gcc -m32 -c test.c

fact.o: fact.c
gcc -m32 -c fact.c

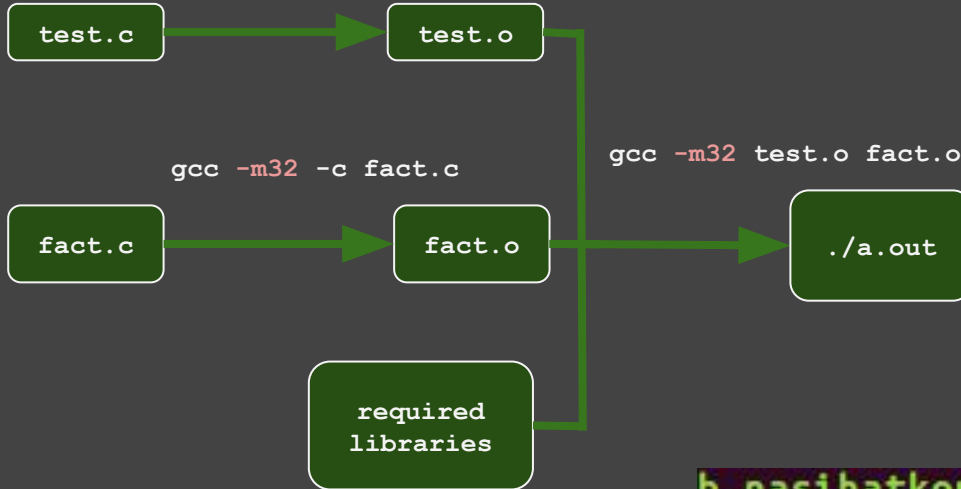
Makefile

Makefile



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```
gcc -m32 -c test.c
```



```
gcc -m32 -c fact.c
```

```
gcc -m32 test.o fact.o
```

```
a.out: test.o fact.o  
    gcc -m32 test.o fact.o
```

```
test.o: test.c  
    gcc -m32 -c test.c
```

```
fact.o: fact.c  
    gcc -m32 -c fact.c
```

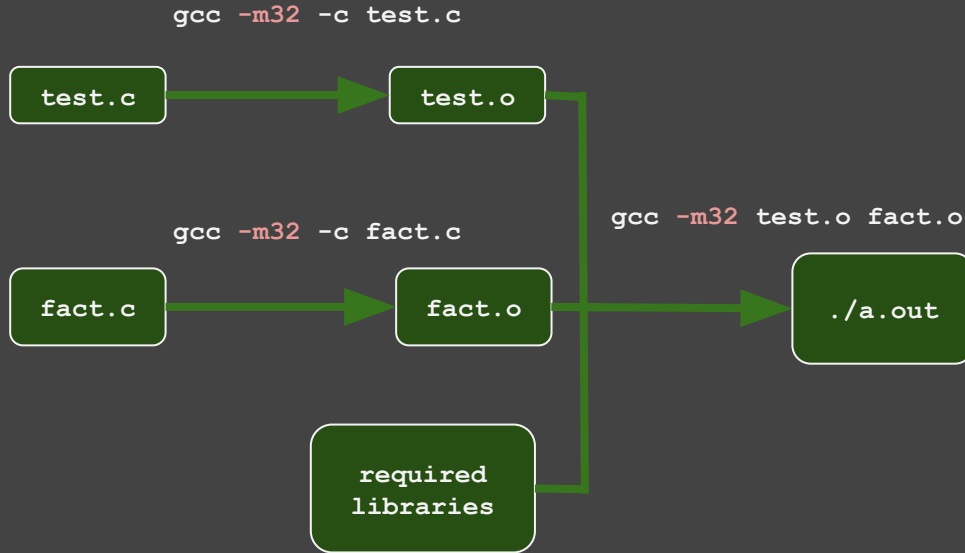
Makefile

```
b.nasihatkon@kntu:modular_c$ make  
gcc -m32 -c test.c  
gcc -m32 -c fact.c  
gcc -m32 test.o fact.o
```

Makefile



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change `test.c` and run
make again:

```
Makefile
a.out: test.o fact.o
    gcc -m32 test.o fact.o

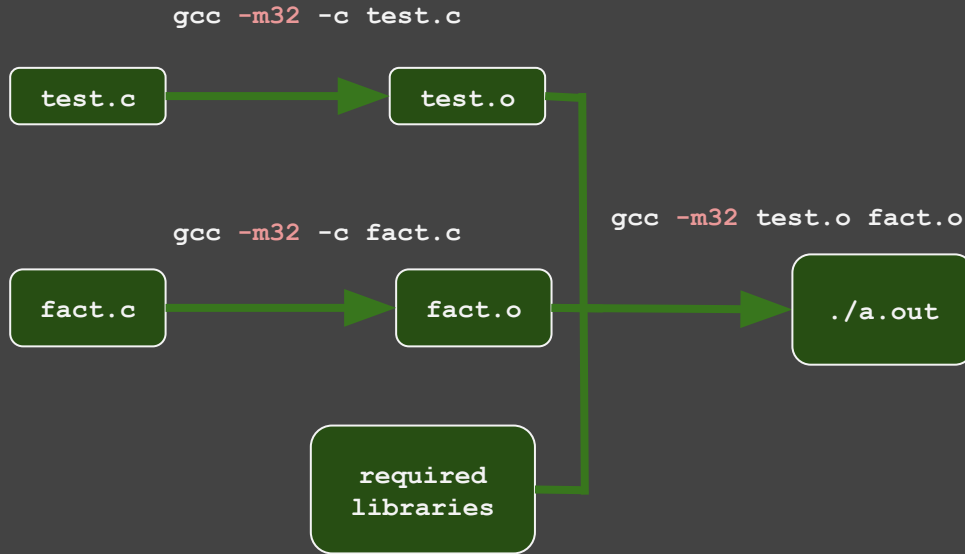
test.o: test.c
    gcc -m32 -c test.c

fact.o: fact.c
    gcc -m32 -c fact.c
```

Makefile



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change `test.c` and run
make again:

```
Makefile
a.out: test.o fact.o
    gcc -m32 test.o fact.o

test.o: test.c
    gcc -m32 -c test.c

fact.o: fact.c
    gcc -m32 -c fact.c
```

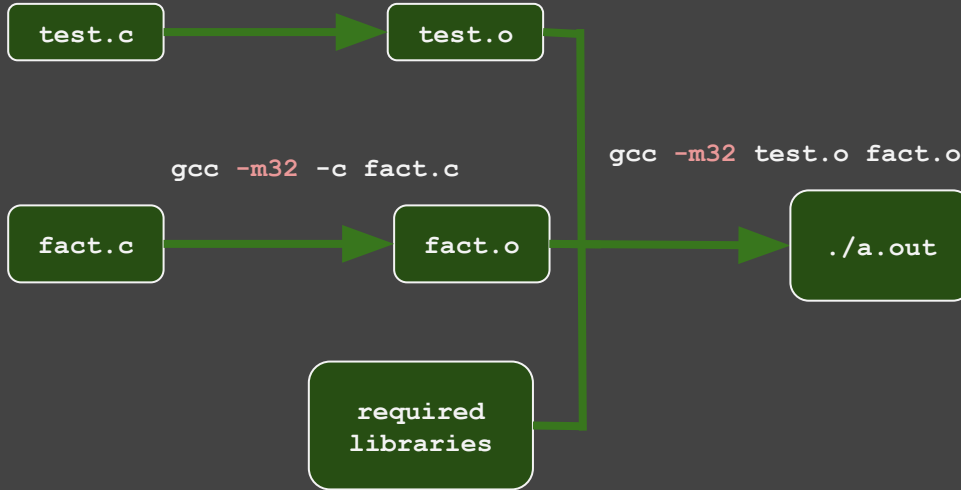
```
b.nasihatkon@kntu:modular_c$ make
gcc -m32 -c test.c
gcc -m32 test.o fact.o
```

Makefile



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```
gcc -m32 -c test.c
```



change nothing and
rerun make:

```
a.out: test.o fact.o  
    gcc -m32 test.o fact.o
```

```
test.o: test.c  
    gcc -m32 -c test.c
```

```
fact.o: fact.c  
    gcc -m32 -c fact.c
```

Makefile

Makefile



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```
gcc -m32 -c test.c
```



```
gcc -m32 -c fact.c
```



```
gcc -m32 test.o fact.o
```



change nothing and rerun make:

```
Makefile
a.out: test.o fact.o
    gcc -m32 test.o fact.o

test.o: test.c
    gcc -m32 -c test.c

fact.o: fact.c
    gcc -m32 -c fact.c
```

```
b.nasihatkon@kntu:modular_c$ make
make: 'a.out' is up to date.
```

Makefile



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- More on Makefile
 - <http://www.cs.colby.edu/maxwell/courses/tutorials/maketutor/>
 - <https://www.tutorialspoint.com/makefile/>

Modular Programming in assembly



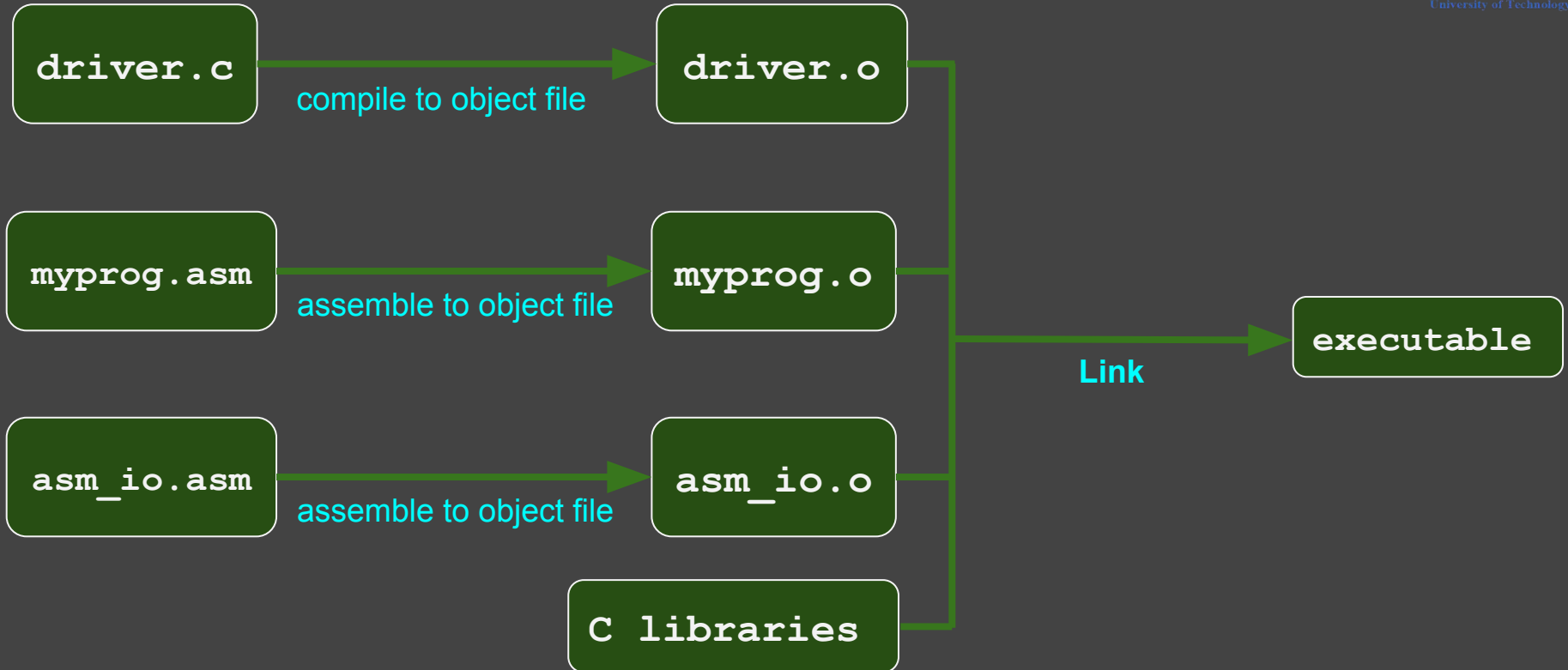
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- Multiple object files
- We have already done it!

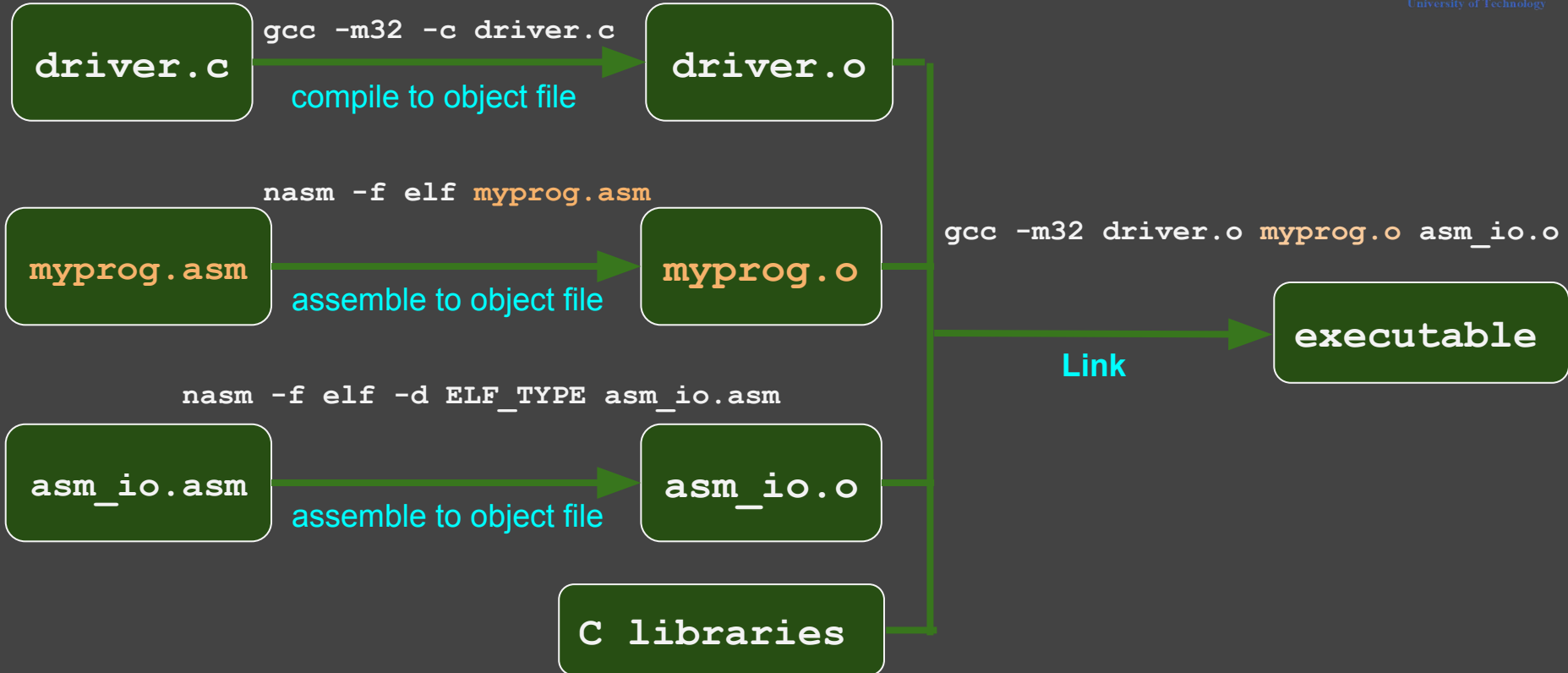
We have already done it!



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We have already done it!



Modular Programming in Assembly



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first.asm

```
extern fact, var1

segment .text

    mov eax, [var1]

    push 6
    call fact
    add esp, 4
```

second.asm

```
global fact, var1

segment .data

var1:    dd    22

segment .text

fact:
    ;; factorial function
```

Practice:

```
%include "asm_io.inc"
```

first.asm

```
segment .text
```

```
global asm_main
```

```
extern fact, var1
```

```
asm_main:
```

```
pusha
```

```
mov eax, [var1]
```

```
call print_int
```

```
call print_nl
```

```
;; compute fact(6)
```

```
push 6
```

```
call fact
```

```
add esp, 4
```

```
call print_int
```

```
call print_nl
```

```
popa
```

```
ret
```

```
global fact, var1
```

```
segment .data
```

```
var1: dd 22
```

second.asm

```
segment .text
```

```
fact:
```

```
enter 0,0
```

```
mov eax, [ebp+8]
```

```
cmp eax, 0
```

```
jg recur
```

```
mov eax, 1
```

```
jmp endfact
```

```
recur:
```

```
dec eax
```

```
push eax
```

```
call fact
```

```
add esp, 4
```

```
imul dword [ebp+8]
```

```
endfact:
```

```
leave
```

```
ret
```



Practice:

```
%include "asm_io.inc"
```

first.asm

```
segment .text
```

```
global asm_main
```

```
extern fact, var1
```

```
asm_main:
```

```
pusha
```

```
mov eax, [var1]
```

```
call print_int
```

```
call print_nl
```

```
;; compute fact(6)
```

```
push 6
```

```
call fact
```

```
add esp, 4
```

```
call print_int
```

```
call print_nl
```

```
popa
```

```
ret
```

```
global fact, var1
```

```
segment .data
```

```
var1: dd 22
```

```
segment .text
```

```
fact:
```

```
enter 0,0
```

```
mov eax, [ebp+8]
```

```
cmp eax, 0
```

```
jg recur
```

```
mov eax, 1
```

```
jmp endfact
```

```
recur:
```

```
dec eax
```

```
push eax
```

```
call fact
```

```
add esp, 4
```

```
imul dword [ebp+8]
```

```
endfact:
```

```
leave
```

```
ret
```

second.asm



Practice:

```
%include "asm_io.inc"
```

first.asm

```
segment .text
```

```
global asm_main
```

```
extern fact, var1
```

```
asm_main:
```

```
pusha
```

```
mov eax, [var1]
```

```
call print_int
```

```
call print_nl
```

```
;; compute fact(6)
```

```
push 6
```

```
call fact
```

```
add esp, 4
```

```
call print_int
```

```
call print_nl
```

```
popa
```

```
ret
```

```
global fact, var1
```

```
segment .data
```

```
var1: dd 22
```

```
segment .text
```

```
fact:
```

```
enter 0,0
```

```
mov eax, [ebp+8]
```

```
cmp eax, 0
```

```
jg recur
```

```
mov eax, 1
```

```
jmp endfact
```

```
recur:
```

```
dec eax
```

```
push eax
```

```
call fact
```

```
add esp, 4
```

```
imul dword [ebp+8]
```

```
endfact:
```

```
leave
```

```
ret
```

second.asm



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Practice:



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```
%include "asm_io.inc"  
segment .text
```

first.asm

```
global fact, var1  
segment .data  
var1: dd 22
```

second.asm

```
segment .text  
fact:
```

How to assemble & link?

```
$ nasm -f elf first.asm
```

```
$ nasm -f elf second.asm
```

```
$ gcc -m32 -o first driver.c first.o second.o asm_io.o
```

How to run?

```
$ ./first
```

```
call print_nl
```

```
popa  
ret
```

```
endfact:
```

```
leave  
ret
```


Using Makefile



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Makefile

```
GCC_OPTIONS= -m32
```

```
first: driver.o first.o second.o asm_io.o  
    gcc $(GCC_OPTIONS) -o first driver.o first.o second.o asm_io.o
```

```
first.o: first.asm asm_io.inc  
    nasm -f elf first.asm
```

```
second.o: second.asm asm_io.inc  
    nasm -f elf second.asm
```

```
asm_io.o: asm_io.asm  
    nasm -f elf -d ELF_TYPE asm_io.asm
```

```
driver.o: driver.c  
    gcc $(GCC_OPTIONS) -c driver.c
```

```
$ nasm -f elf first.asm  
$ nasm -f elf second.asm  
$ gcc -m32 -o first driver.c first.o second.o asm_io.o
```

Using Makefile



Makefile

```
GCC_OPTIONS= -m32
```

```
first: driver.o first.o second.o asm_io.o
    gcc $(GCC_OPTIONS) -o first driver.o first.o second.o asm_io.o
```

```
first.o: first.asm asm_io.in
    nasm -f elf first.asm
```

```
second.o: second.asm asm_io.in
    nasm -f elf second.asm
```

```
asm_io.o: asm_io.asm
    nasm -f elf -d ELF_TYPE asm_io.asm
```

```
driver.o: driver.c
    gcc $(GCC_OPTIONS) -c driver.c
```

```
b.nasihatkon@kntu:lecture11$ ls
1.html          driver.c        Makefile       second.asm
asm_io.asm      first          modular_c     second.asm.html
asm_io.asm.html first.asm       README        template.asm
asm_io.inc      first.asm.html run.sh        template.c
b.nasihatkon@kntu:lecture11$ make
gcc -m32 -c driver.c
nasm -f elf first.asm
nasm -f elf second.asm
nasm -f elf -d ELF_TYPE asm_io.asm
gcc -m32 -o first driver.o first.o second.o asm_io.o
b.nasihatkon@kntu:lecture11$ ./first
22
720
b.nasihatkon@kntu:lecture11$ make
make: 'first' is up to date.
b.nasihatkon@kntu:lecture11$
```

Practice:



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```
%include "asm_io.inc"
```

first.asm

```
segment .text
```

```
global asm_main
```

```
extern fact, var1
```

```
asm_main:
```

```
pusha
```

```
mov eax, [var1]
```

```
call print_int
```

```
call print_nl
```

```
;; compute fact(6)
```

```
push 6
```

```
call fact
```

```
add esp, 4
```

```
call print_int
```

```
call print_nl
```

```
popa
```

```
ret
```

```
global fact, var1
```

```
segment .data
```

```
var1: dd 22
```

second.asm

```
segment .text
```

```
fact:
```

Why have not `print_int` and `print_nl` been defined as `extern`?

```
endfact:
```

```
leave
```

```
ret
```

Practice:



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```
%include "asm_io.inc"  
segment .text  
global asm_main  
extern fact, var1
```

first.asm

```
asm_main:  
    pusha  
  
    mov eax, [var1]  
    call print_int  
    call print_nl  
  
    ;; compute fact(6)  
    push 6  
    call fact  
    add esp, 4  
  
    call print_int  
    call print_nl  
  
    popa  
    ret
```

```
global fact, var1  
segment .data  
var1: dd 22
```

second.asm

```
segment .text  
fact:
```

Why have not `print_int` and `print_nl` been defined as `extern`?

- Look at `asm_io.inc`

```
endfact:  
    leave  
    ret
```

Practice:



```
%include "asm_io.inc"
```

first.asm

```
segment .text
```

```
global asm_main
```

```
extern fact, var1
```

```
asm_main:
```

```
pusha
```

```
mov eax, [var1]
```

```
call print_int
```

```
call print_nl
```

```
;; compute fact(6)
```

```
push 6
```

```
call fact
```

```
add esp, 4
```

```
call print_int
```

```
call print_nl
```

```
popa
```

```
ret
```

asm_io.inc

```
extern read_int, print_int, print_uint, print_string
```

```
extern read_char, print_char, print_nl
```

```
extern sub_dump_regs, sub_dump_mem, sub_dump_math, sub_dump_stack
```

```
%macro dump_regs 1
```

```
    push    dword %1
```

```
    call   sub_dump_regs
```

```
%endmacro
```

```
;; usage: dump_mem label, start-address, # paragraphs
```

```
%macro dump_mem 3
```

```
    push    dword %1
```

```
    push    dword %2
```

```
    push    dword %3
```

```
    call   sub_dump_mem
```

```
%endmacro
```

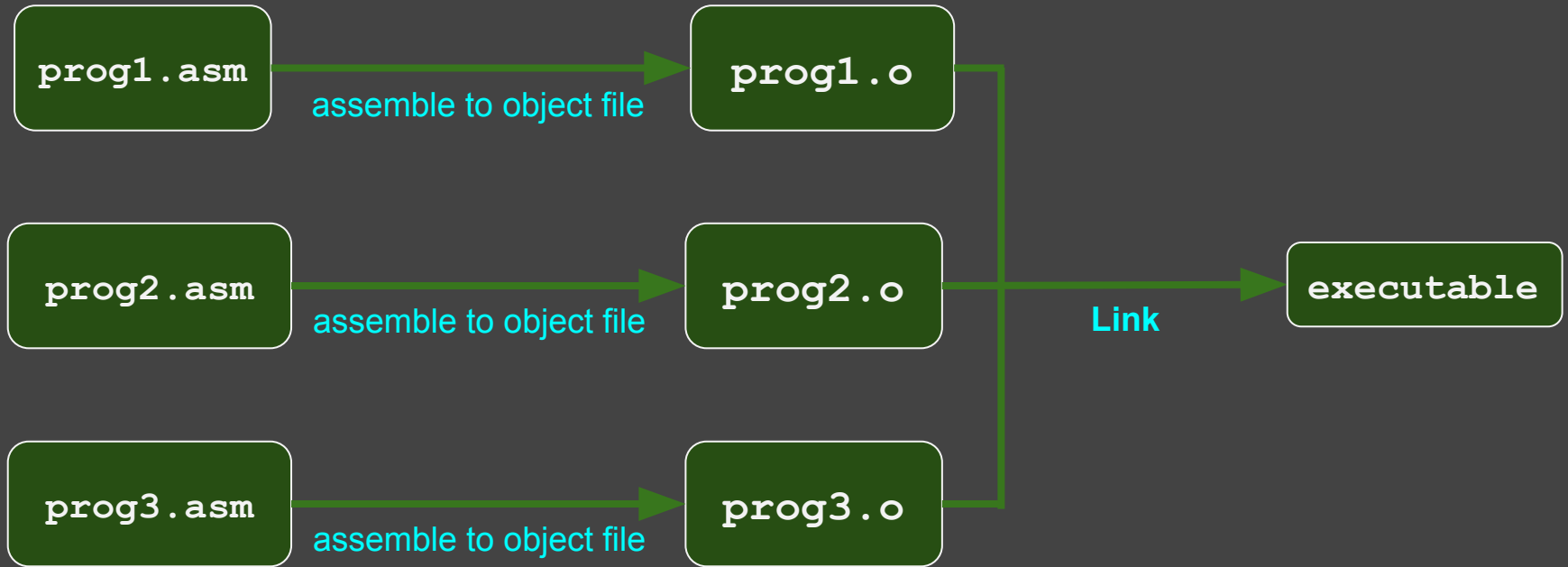
```
    :
```

```
    :
```

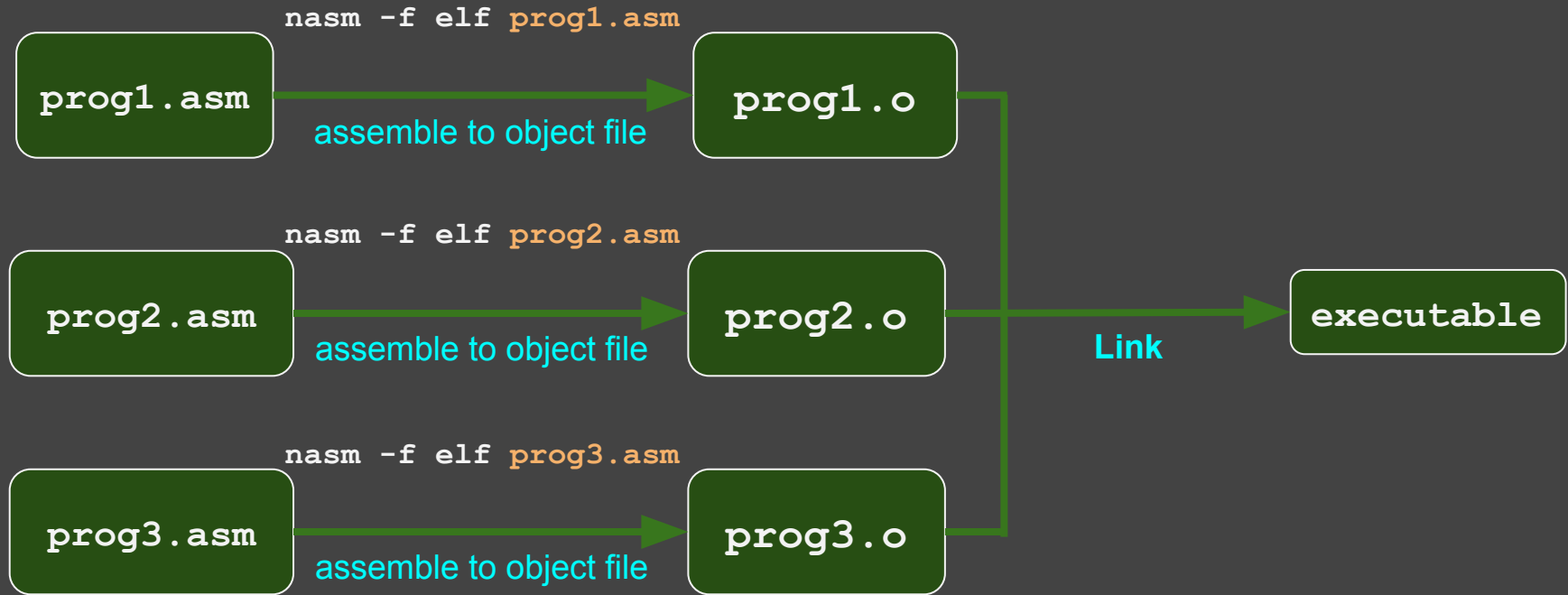
Standalone assembly programs (32-bit)



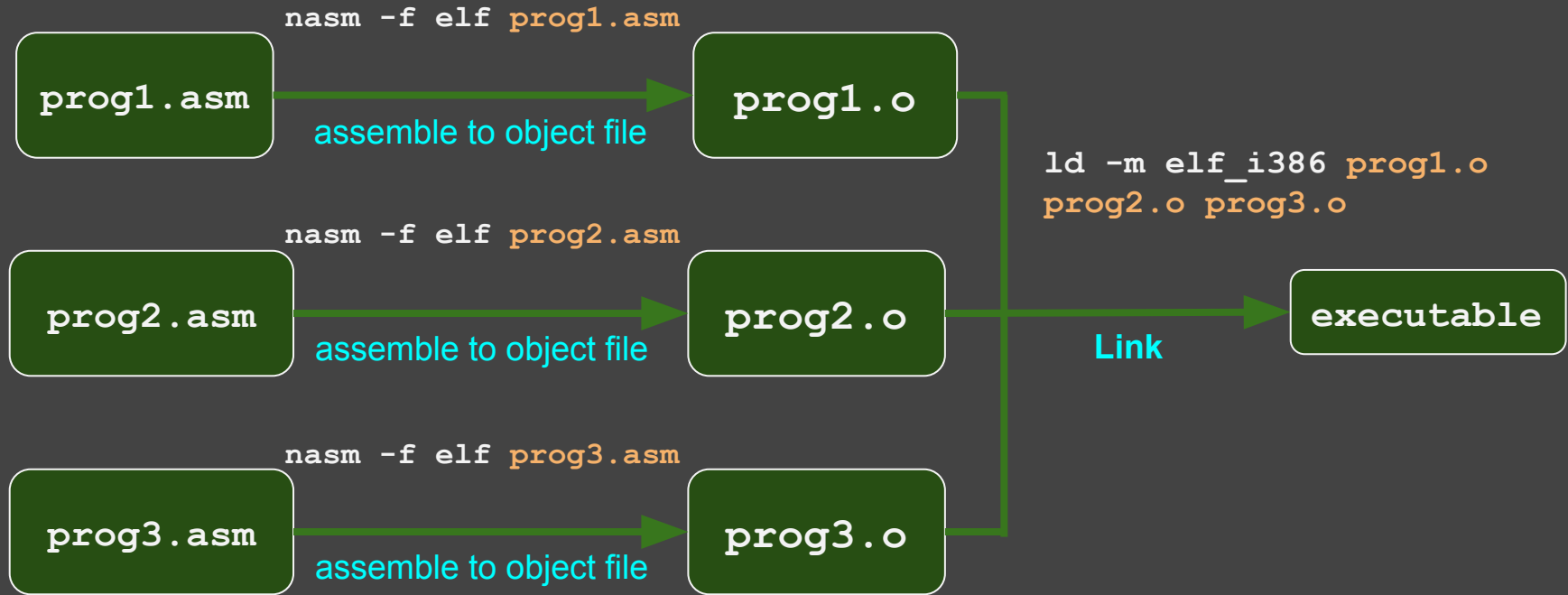
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Standalone assembly programs (32-bits)



Standalone assembly programs (32-bits)



Standalone assembly programs (64-bits)



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