

# Introduction to 8086 Assembly

## Lecture 3

Object files, compiling, assembling and linking

# Compiling a C file



```
#include <stdio.h>
```

test.c

```
int main() {
```

```
    printf("Salaaaaam!!!\n");
```

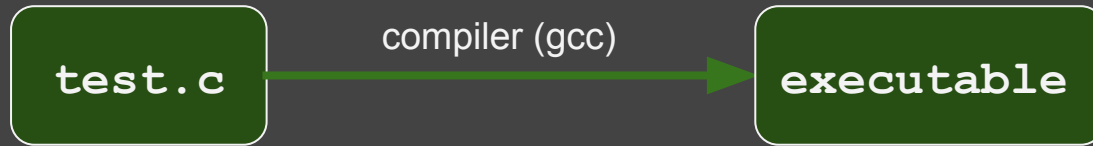
```
    return 0;
```

```
}
```

# Compiling a C file



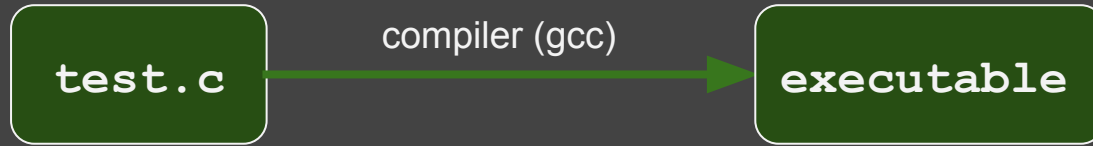
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# Compiling a C file



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```
b.nasihatkon@kntu:lecture3$ gcc test.c  
b.nasihatkon@kntu:lecture3$ ./a.out  
Salaaaaam!!!
```

# Compiling a C file



```
#include <stdio.h>
```

test.c

```
int main() {
```

```
    printf("Salaaaaam!!!\n");
```

```
    return 0;
```

```
}
```

```
b.nasihatkon@kntu:lecture3$ gcc test.c
```

```
b.nasihatkon@kntu:lecture3$ ./a.out
```

```
Salaaaaam!!!
```

# Compiling a C file



```
#include <stdio.h>
```

```
int main() {
```

```
    printf("Salaaaaam!!!\n");
```

```
    return 0;
```

```
}
```

Who wrote **printf**?

Where is the code for **printf**?

```
b.nasihatkon@kntu:lecture3$ gcc test.c
b.nasihatkon@kntu:lecture3$ ./a.out
Salaaaaam!!!
```

# Compiling a C file



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test.c

```
extern int printf (const char * __restrict __format, ...);  
  
int main() {  
  
    printf("Salaaaaam!!!\n");  
  
    return 0;  
}
```

# Compiling a C file



test.c

```
extern int printf (const char *__restrict __format, ...);

int main() {

    printf("Salaaaaam!!!\n");

    return 0;
}
```

```
b.nasihatkon@kntu:lecture3$ gcc test.c
b.nasihatkon@kntu:lecture3$ ./a.out
Salaaaaam!!!
b.nasihatkon@kntu:lecture3$
```



# Compiling a C file, object files



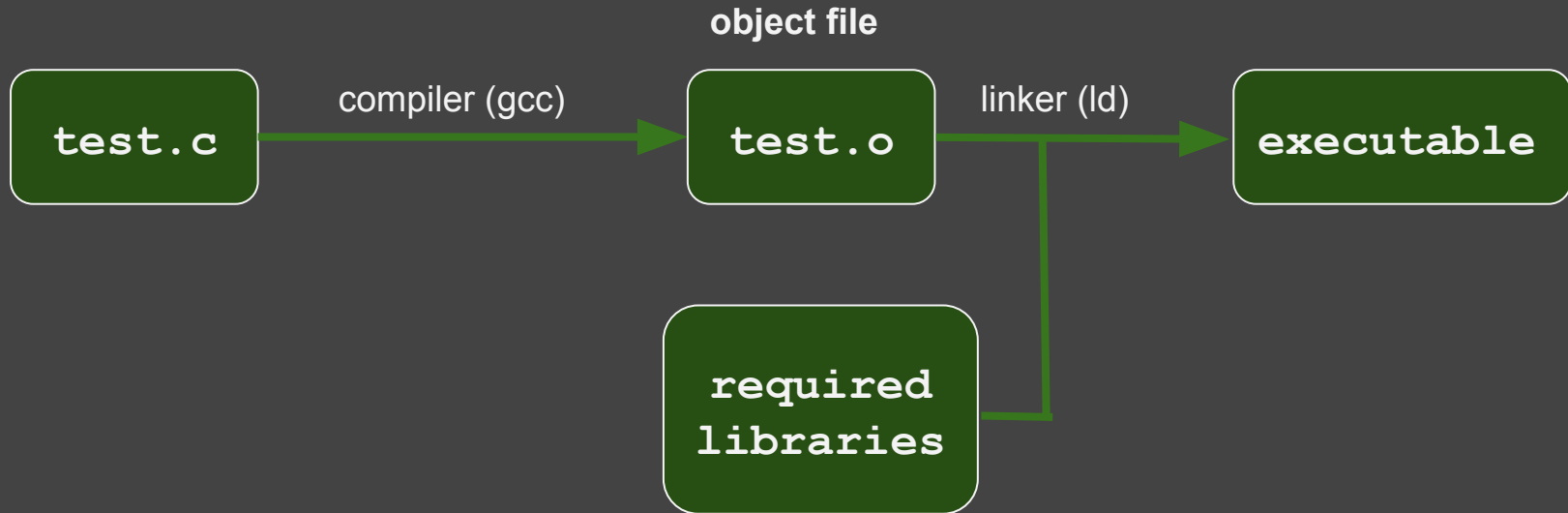
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# Object files, libraries and linking



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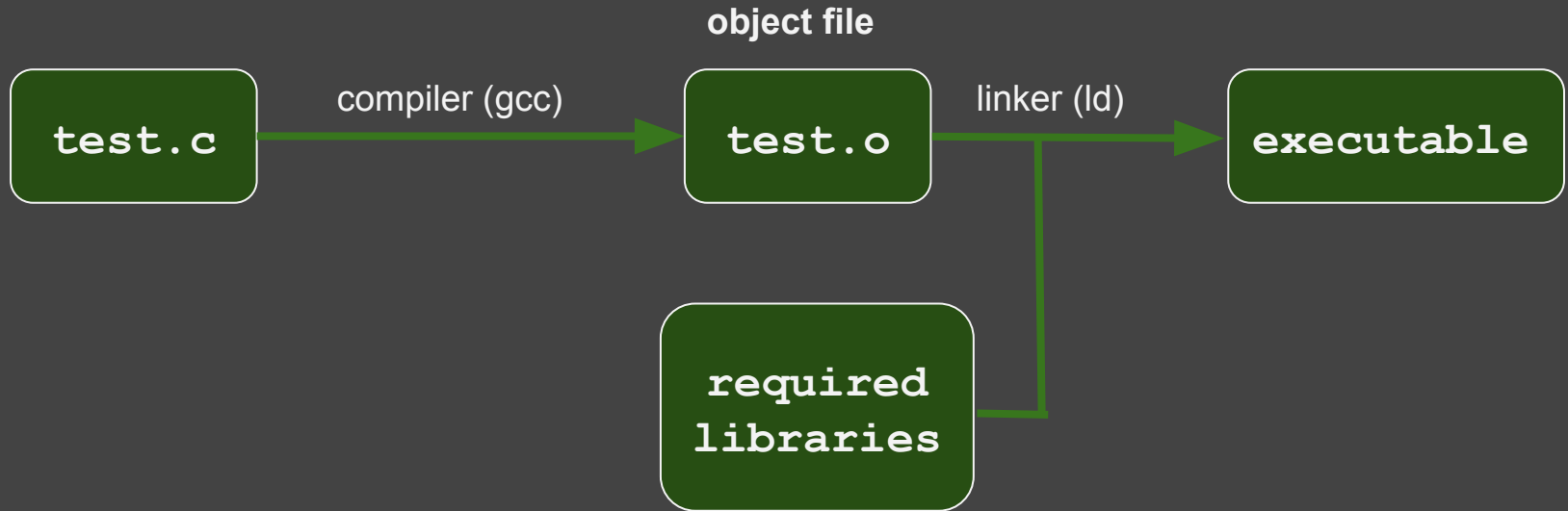
# Object files

- Machine code + metadata (unresolved symbols, etc.)
  - for linking, debugging, etc.
  - [https://en.wikipedia.org/wiki/Object\\_file](https://en.wikipedia.org/wiki/Object_file)
  - [https://en.wikipedia.org/wiki/Object\\_code](https://en.wikipedia.org/wiki/Object_code)
- Object file formats
  - Common Object File Format (COFF)
  - Relocatable Object Module Format (OMF)
  - Executable and Linkable Format (ELF)

# Libraries



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# Libraries



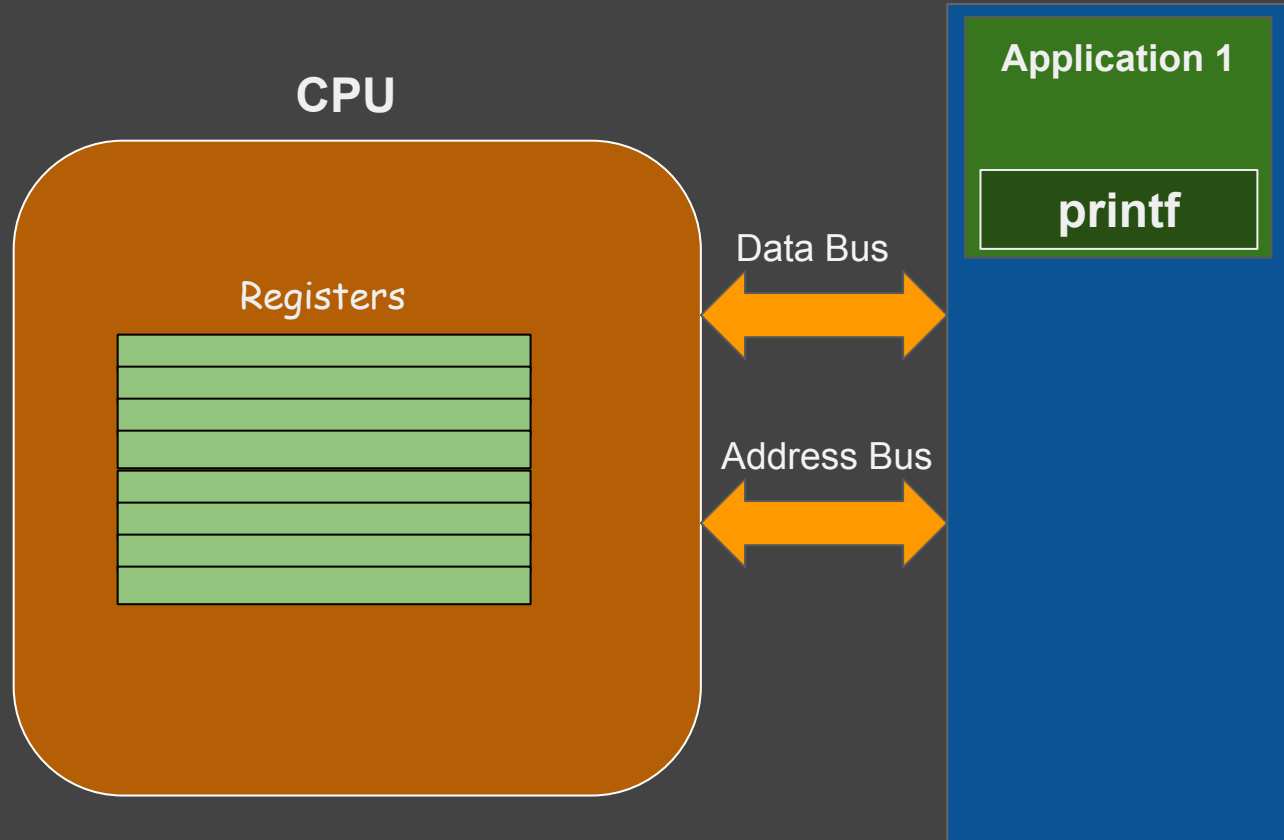
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- Collection of object files
- Static vs. Dynamic Linking
- Shared Objects (SO), Dynamic-Link Libraries (DLL)

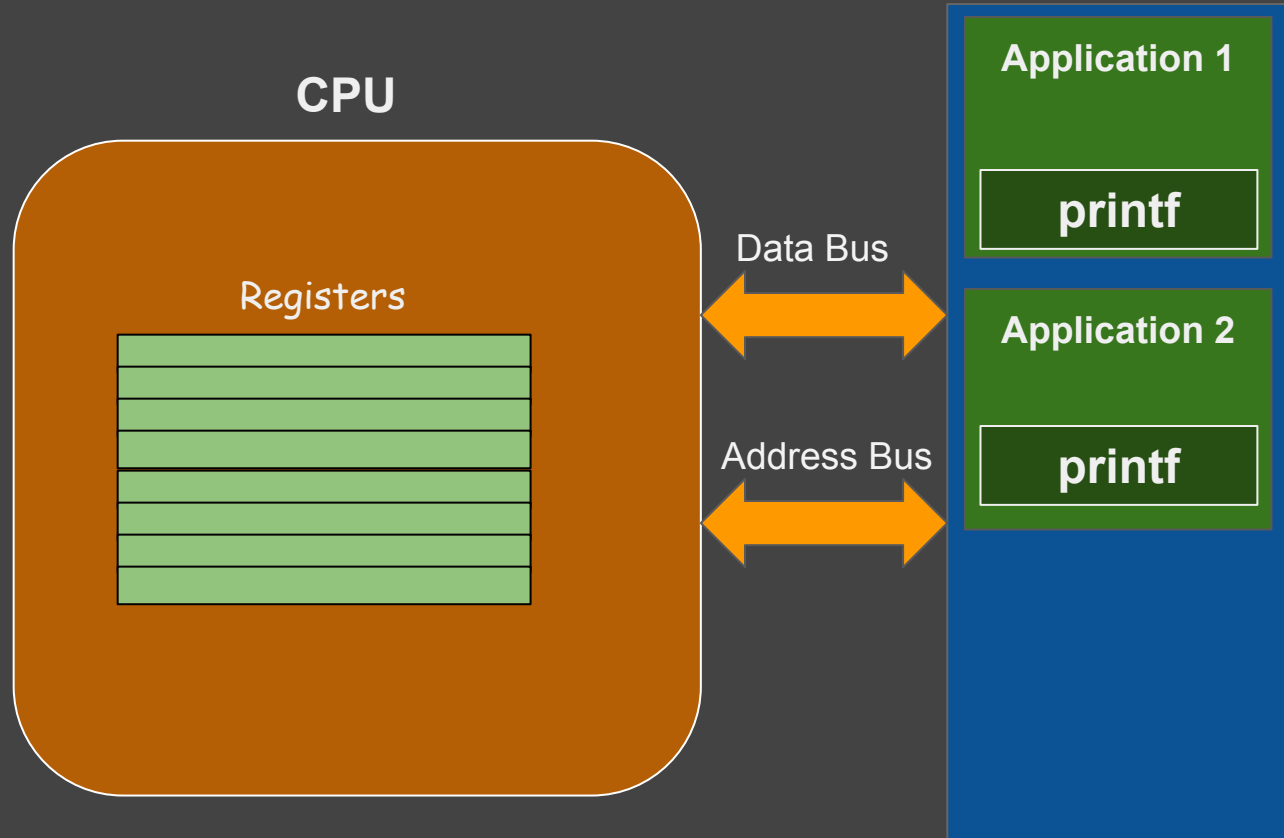
# Static Libraries, Static Linking



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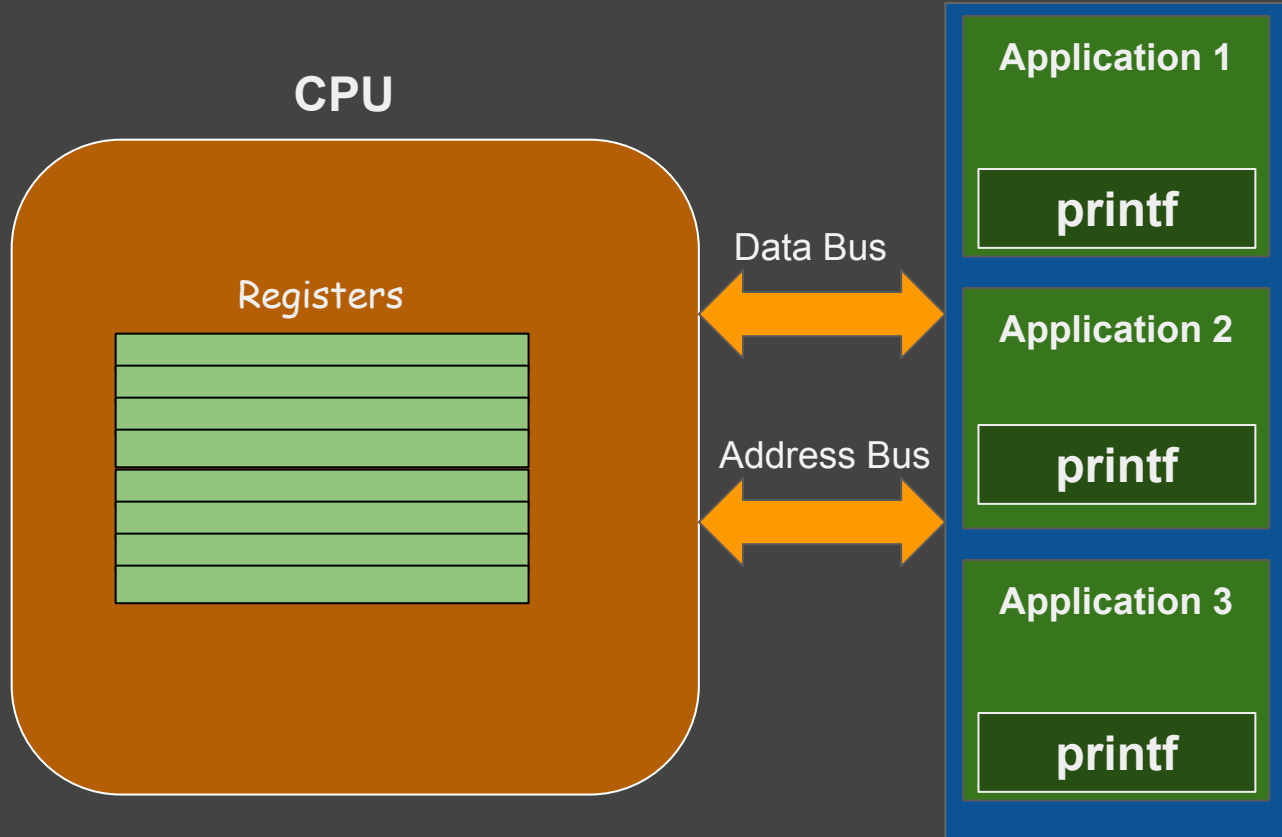
# Static Libraries, Static Linking



# Static Libraries, Static Linking



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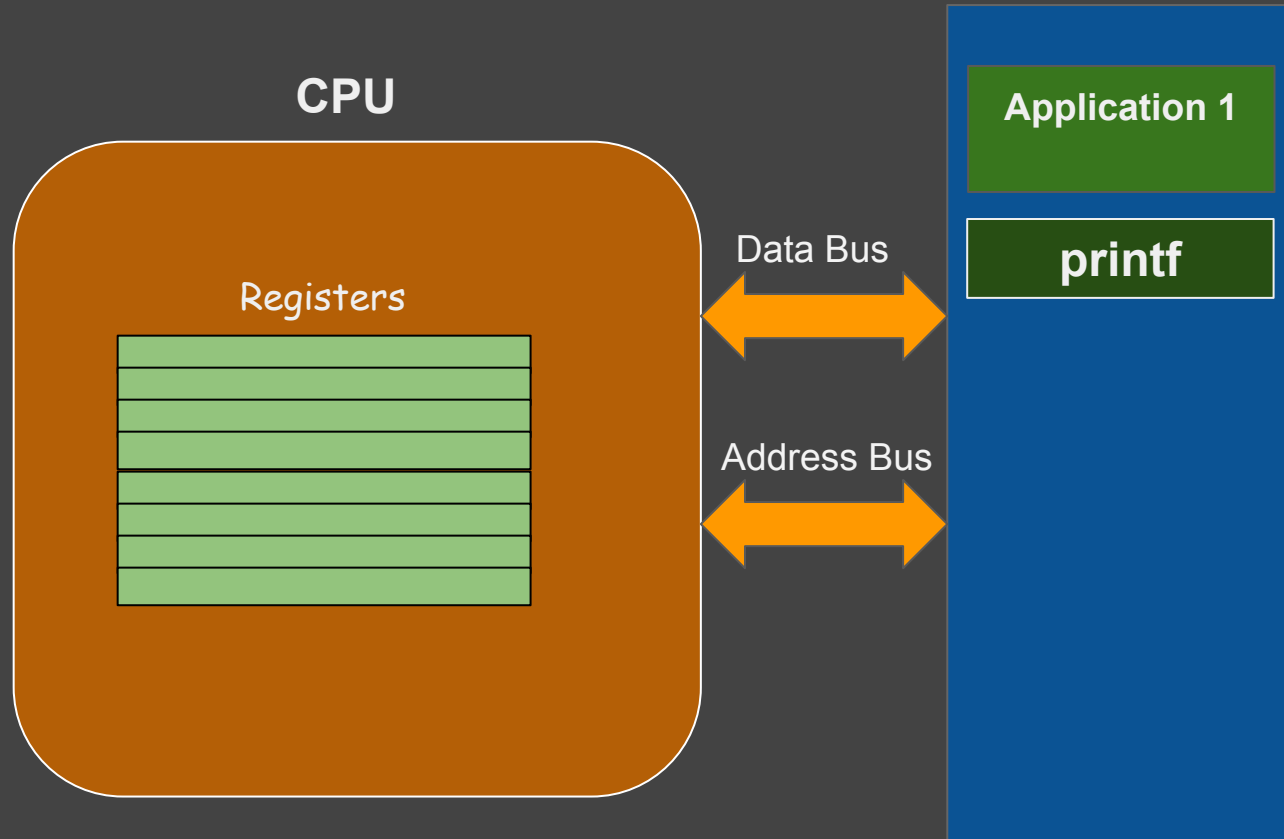




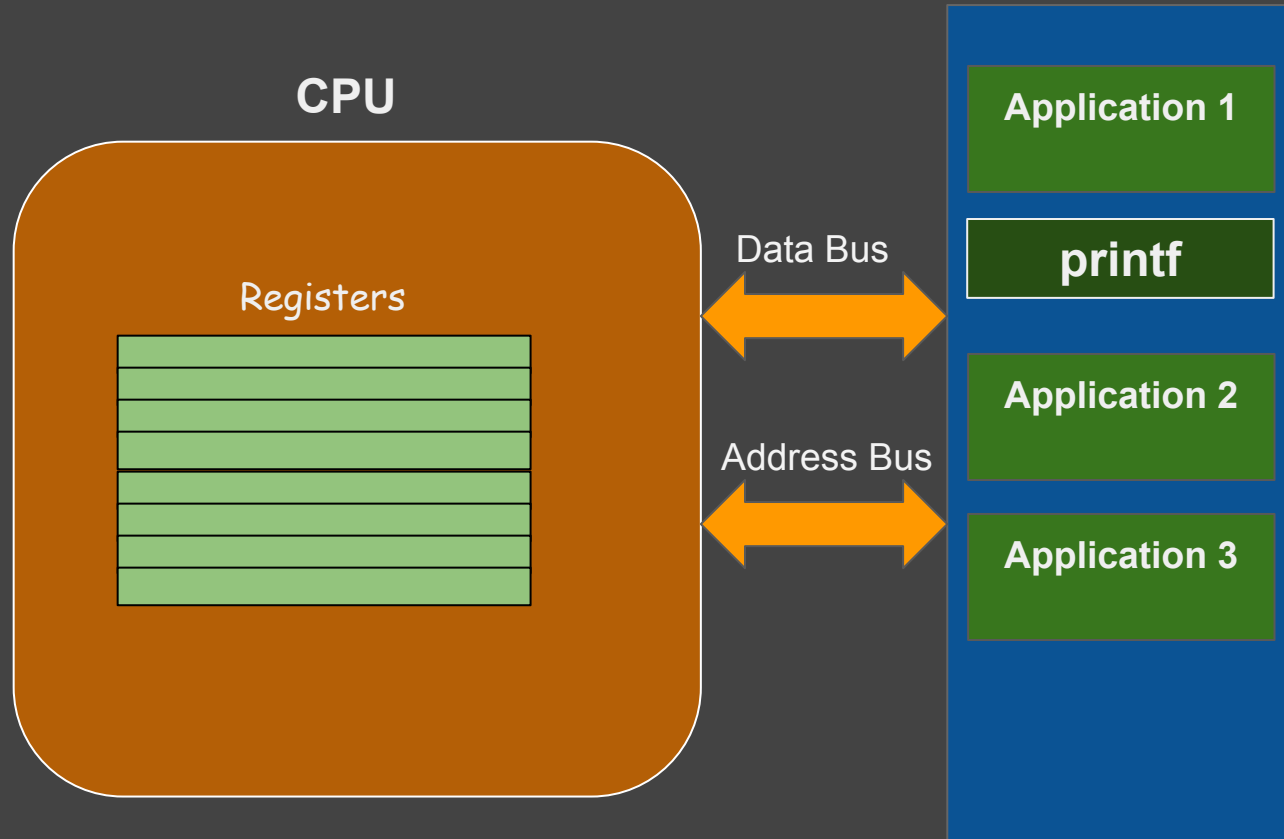
# Dynamic Libraries, Dynamic Linking



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# Dynamic Libraries, Dynamic Linking





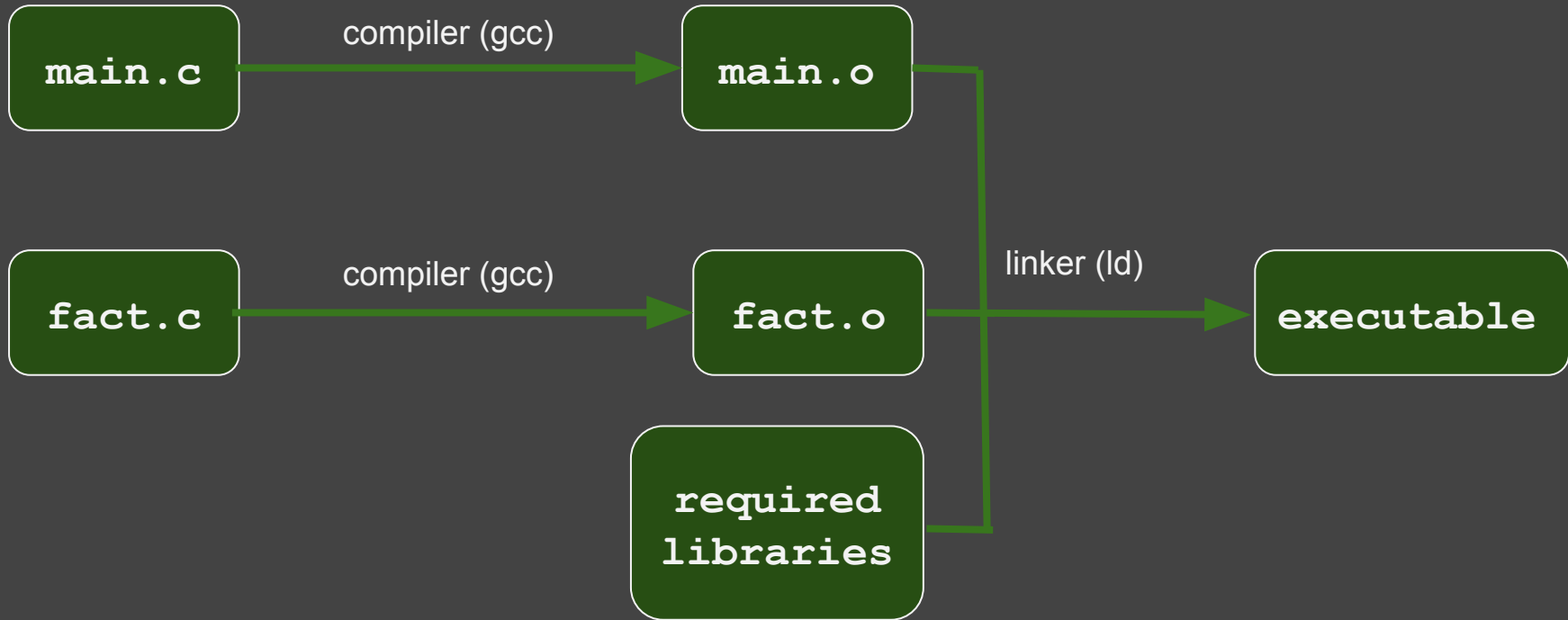
# Dynamic vs. Static Linking

- Advantages of Static Libraries (.a, .lib)
  - faster linking
  - usually faster function call
  - standalone executable
- Advantages of Dynamic Libraries (shared objects) (.so, .dll)
  - no need to recompile all programs if library updated
  - smaller executables
  - less memory per app

# Modular programming in C



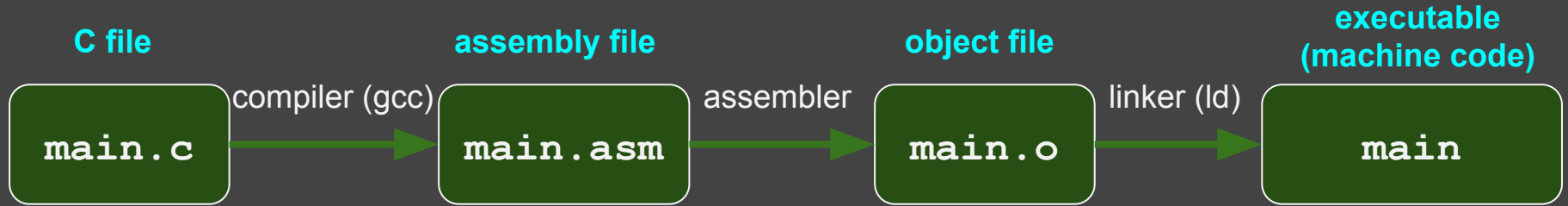
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# high-level to low-level compilation hierarchy



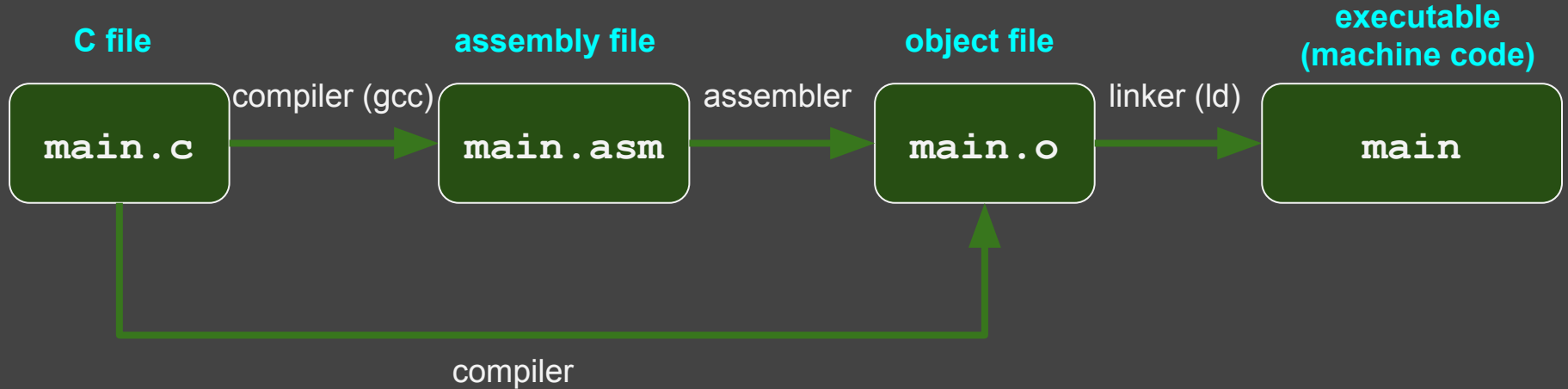
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# high-level to low-level compilation hierarchy



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# Assembling assembly files



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# Our first assembly program (64 bit)



first.asm

```
segment .data
msg: db "Salaaaaaaam!!", 10 ; message + newline character

global _start

segment .text
_start: ; entry point (linker needs this)

    mov rax, 1 ; system call number (sys_write=1)
    mov rdi, 1 ; file descriptor (stdout=1)
    mov rsi, msg ; message to write
    mov rdx, 14 ; number of bytes to write

    syscall ; invoke system call (sys_write)

    mov rax, 60 ; system call number (sys_exit=60)
    mov rdi, 0 ; exit code 0

    syscall ; invoke system call (sys_exit)
```



# Our first assembly program (64 bit)



first.asm

```
segment .data
msg: db "Salaaaaaaam!!", 10 ; message + newline character

global _start

segment .text
_start: ; entry point (linker needs this)

    mov rax, 1 ; system call number (sys_write=1)
    mov rdi, 1 ; file descriptor (stdout=1)
    mov rsi, msg ; message to write
    mov rdx, 14 ; number of bytes to write

    syscall

    mov rax, 60 ;
    mov rdi, 0 ;

    syscall ; invoke system call (sys_exit)
```

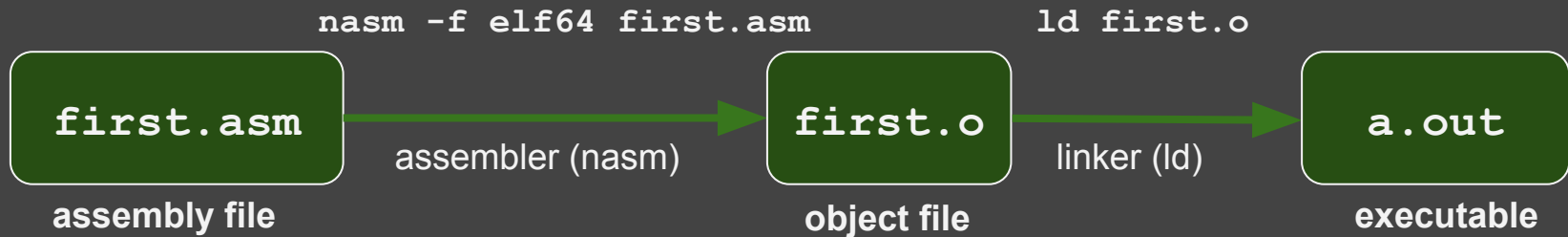
```
b.nasihatkon@kntu:lecture3$ nasm -f elf64 first.asm
b.nasihatkon@kntu:lecture3$ ld first.o
b.nasihatkon@kntu:lecture3$ ./a.out
Salaaaaaaam!!
```

# Assembling, linking and running (64 bit)



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- **Assemble:** `nasm -f elf64 first.asm`
- **Link:** `ld first.o`
- **Execute:** `./a.out`



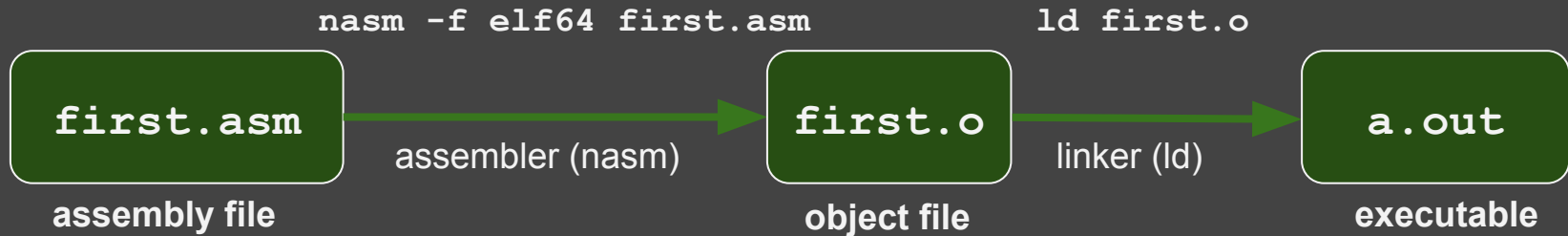
# Assembling, linking and running (64 bit)



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assembler                      create 64 bit ELF object file format                      input assembly file

```
nasm -f elf64 first.asm
```



# Our first assembly program (32 bit)



```
segment .data
msg:  db          "Salaaaaaaam!!", 10  ; message + newline character

segment .text

global _start      ; make entry point visible

_start:            ; entry point (linker needs this)
    mov    eax, 4      ; (32 bit) system call number (sys_write=4)
    mov    ebx, 1      ; file descriptor (stdout=1)
    mov    ecx, msg    ; address of message to write
    mov    edx, 14     ; message length
    int    0x80        ; interrupt no. x80 = system call

    mov    eax, 1      ; (32 bit) system call number (sys_exit=1)
    mov    ebx, 0      ; exit code 0
    int    0x80        ; interrupt no. x80 = system call
```

# Our first assembly program (32 bit)



```
segment .data
msg:  db          "Salaaaaaaam!!", 10  ; message + newline character

segment .text

global _start      ; make entry point visible

_start:            ; entry point (linker needs this)
    mov    eax, 4    ; (32 bit) system call number (sys_write=4)
    mov    ebx, 1    ; file descriptor (stdout=1)
    mov    ecx, msg  ; address of message to write
    mov    edx, 14   ; message length
    int    0x80

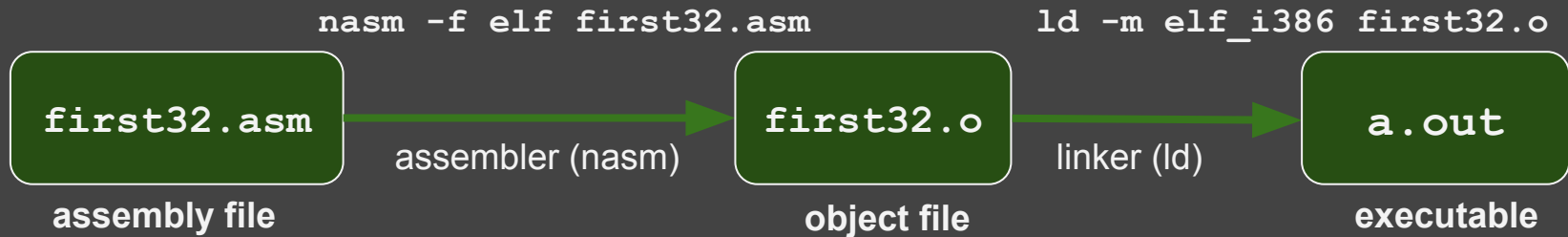
    mov    eax, 1
    mov    ebx, 0
    int    0x80      ; interrupt no. x80 = system call
```

```
CS@kntu:lecture3$ nasm -f elf first32.asm
CS@kntu:lecture3$ ld -m elf_i386 first32.o
CS@kntu:lecture3$ ./a.out
Salaaaaaaam!!
```

# Assembling, linking and running (32 bit)



- **Assemble:** `nasm -f elf first32.asm`
- **Link:** `ld -m elf_i386 first32.o`
- **Execute:** `./a.out`



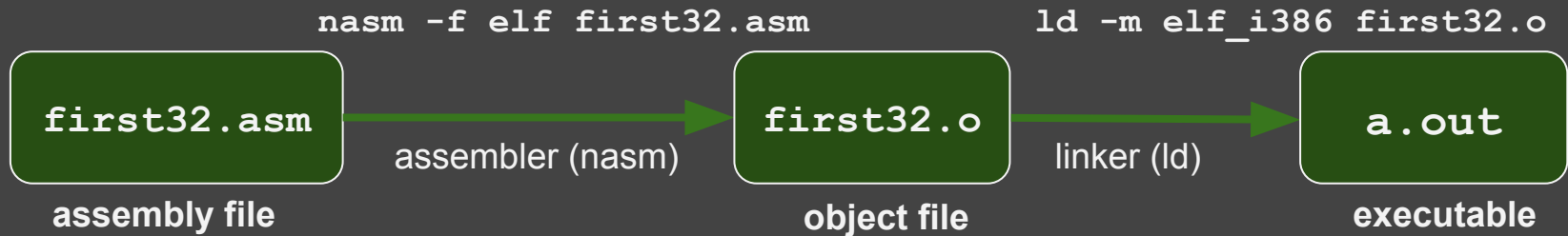
# Assembling, linking and running (32 bit)



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assembler                      create 32 bit ELF object file format                      input assembly file

```
nasm -f elf first32.asm
```



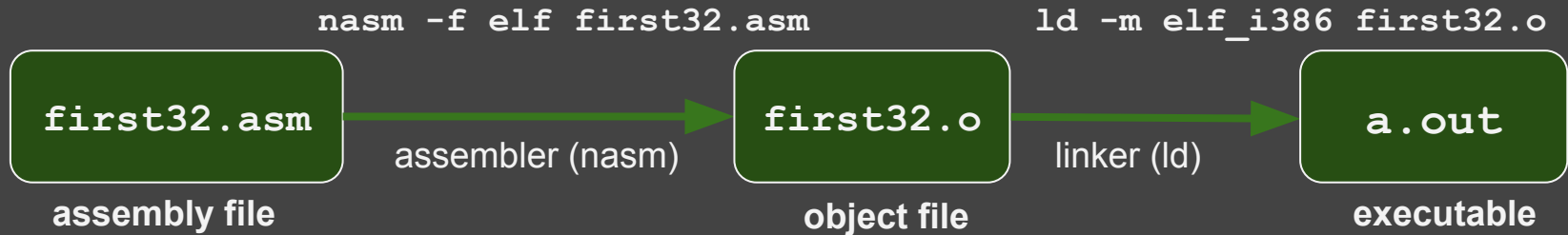
# Assembling, linking and running (32 bit)



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linker                      create 32 bit executable                      input object file (32 bit ELF format)

```
ld -m elf_i386 first32.o
```





# Compiling and linking C files



```
#include <stdio.h>
```

main.c

```
int fact(int);
```

```
int main() {
```

```
    int x = 8;
```

```
    int u = printf("x!=%d\n", fact(x));
```

```
    return 0;
```

```
}
```

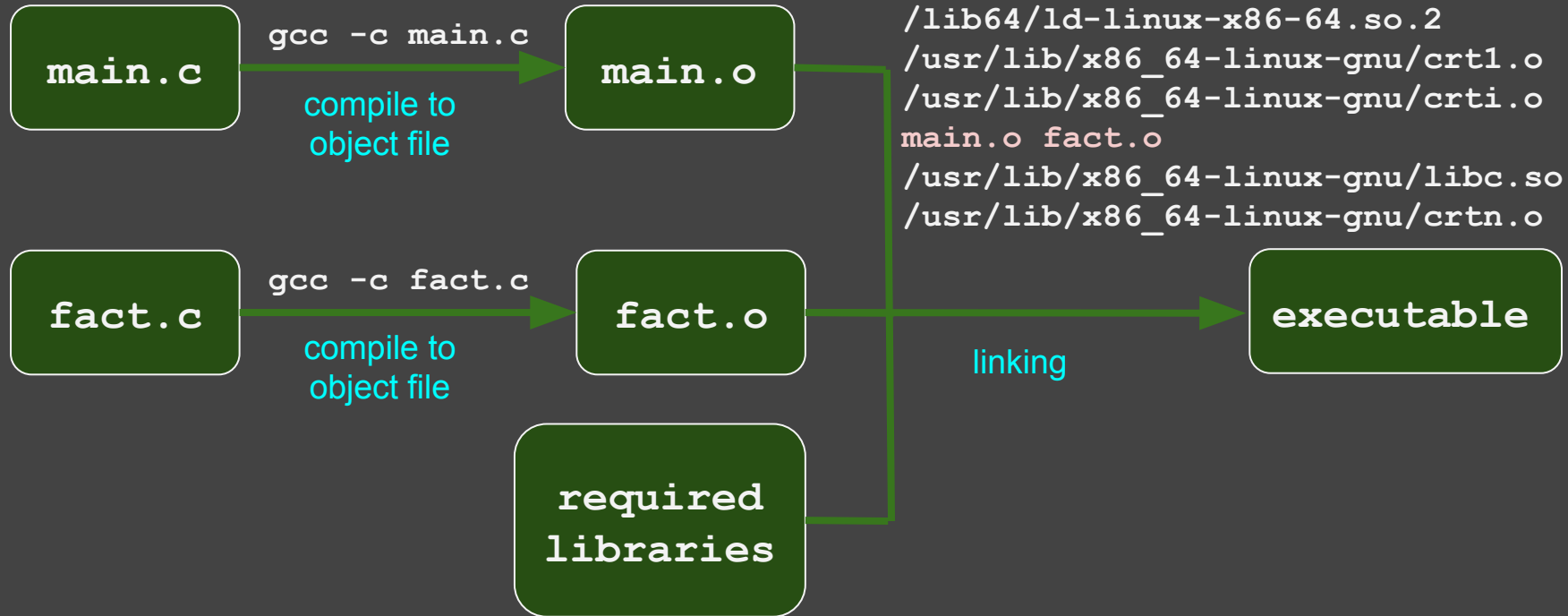
fact.c

```
int fact(int n) {
```

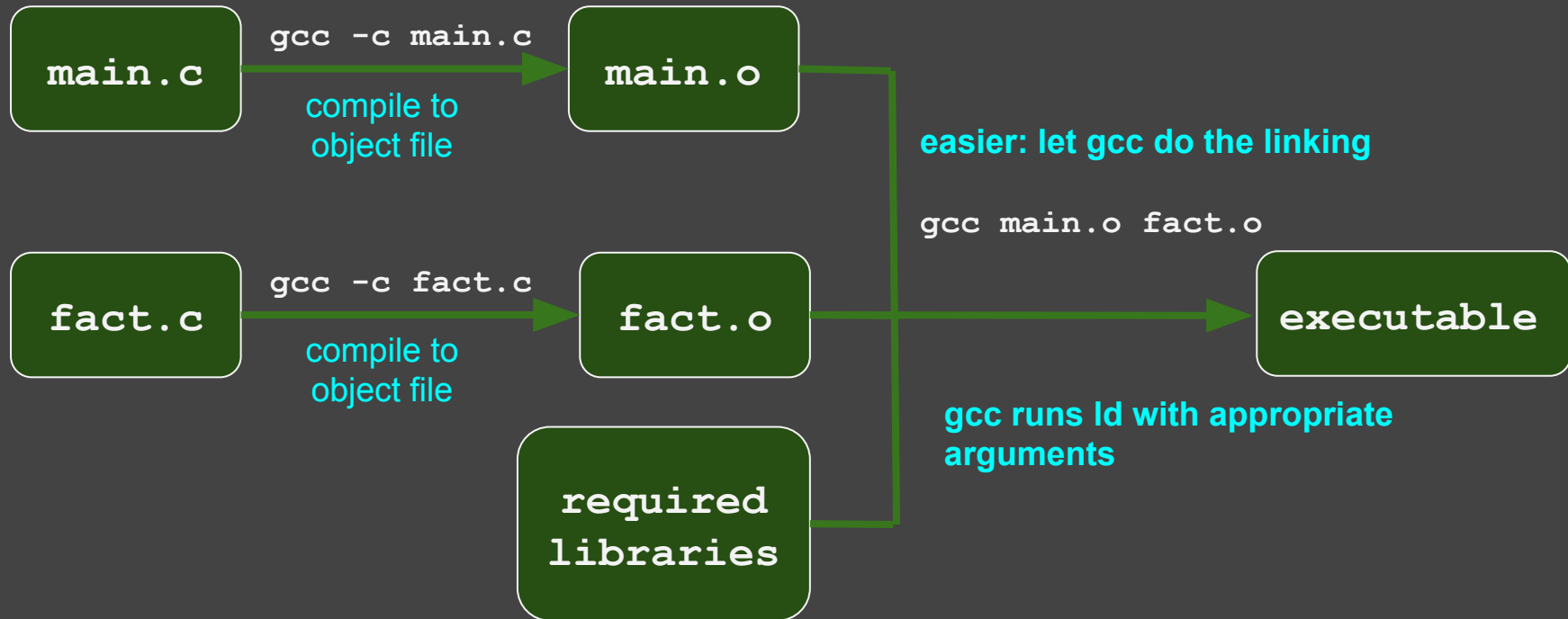
```
    return n == 0 ? 1 : n * fact(n-1);
```

```
}
```

# Compiling and linking C files



# Compiling and linking C files



# Compiling C files to 32 bit programs



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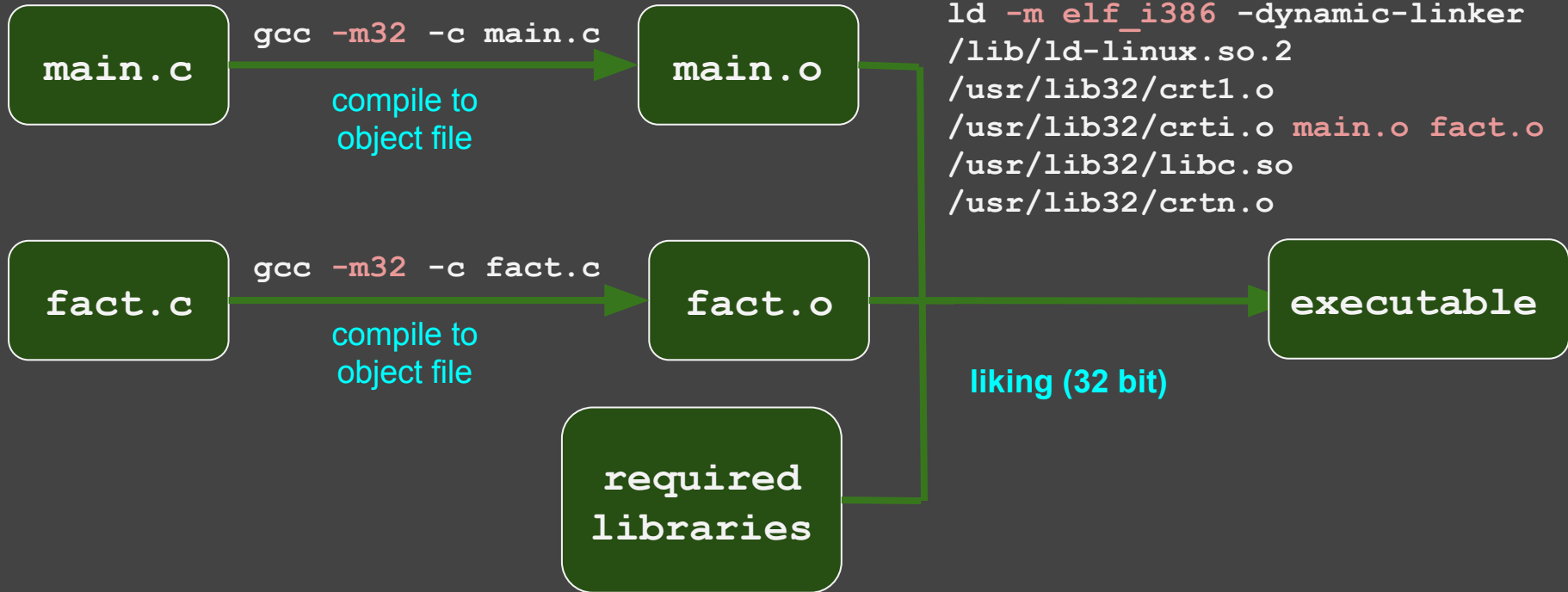
Compile to 32 bit executable on a 64 bit system:

- First, install the 32 bit libraries:
  - `sudo apt-get install libc6-dev-i386`
  - `sudo apt-get install libx32gcc-4.8-dev`
  - `sudo apt-get install gcc-multilib`
- You might need to install:
  - `sudo apt-get install gcc-6-multilib`

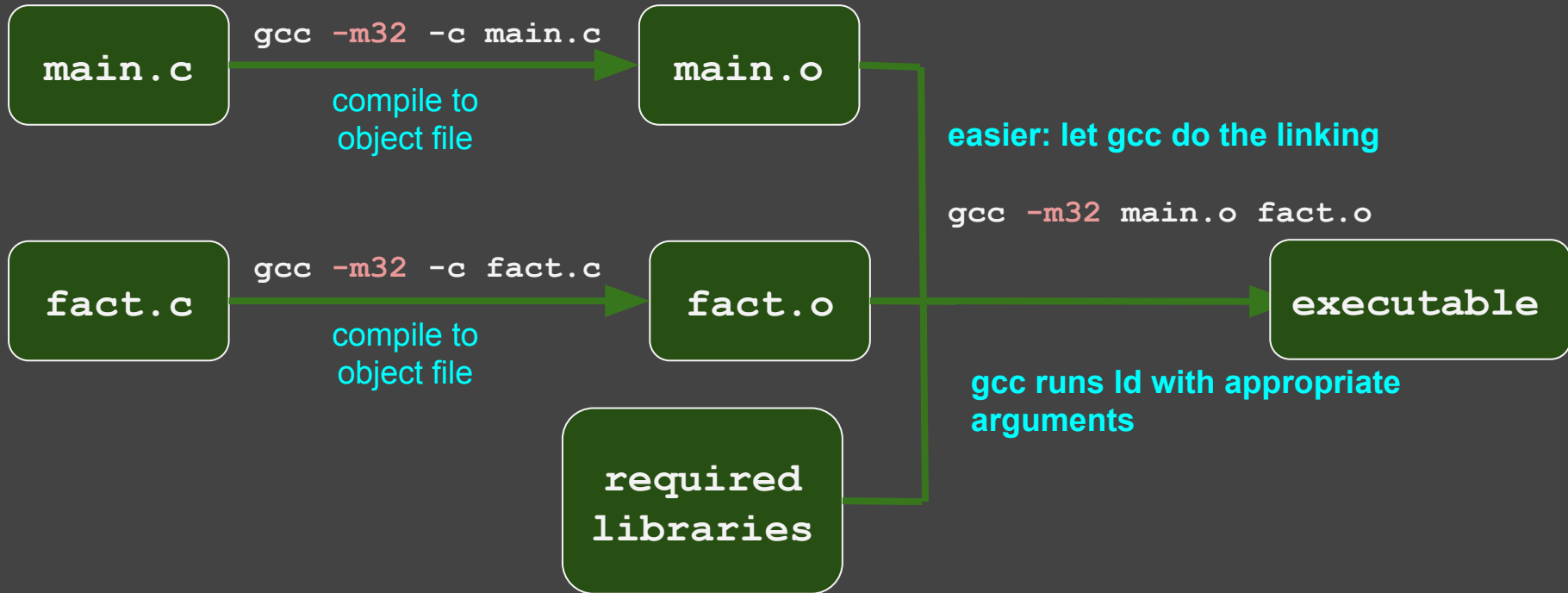
# 32 bit Compiling and linking C files



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# 32 bit Compiling and linking C files



# Our second assembly program!



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- We do (mostly) 32 bit assembly
- We use the functions/macros from the book (Carter, *PC Assembly Language*, 2007) for IO

# I/O functions and macros from the book



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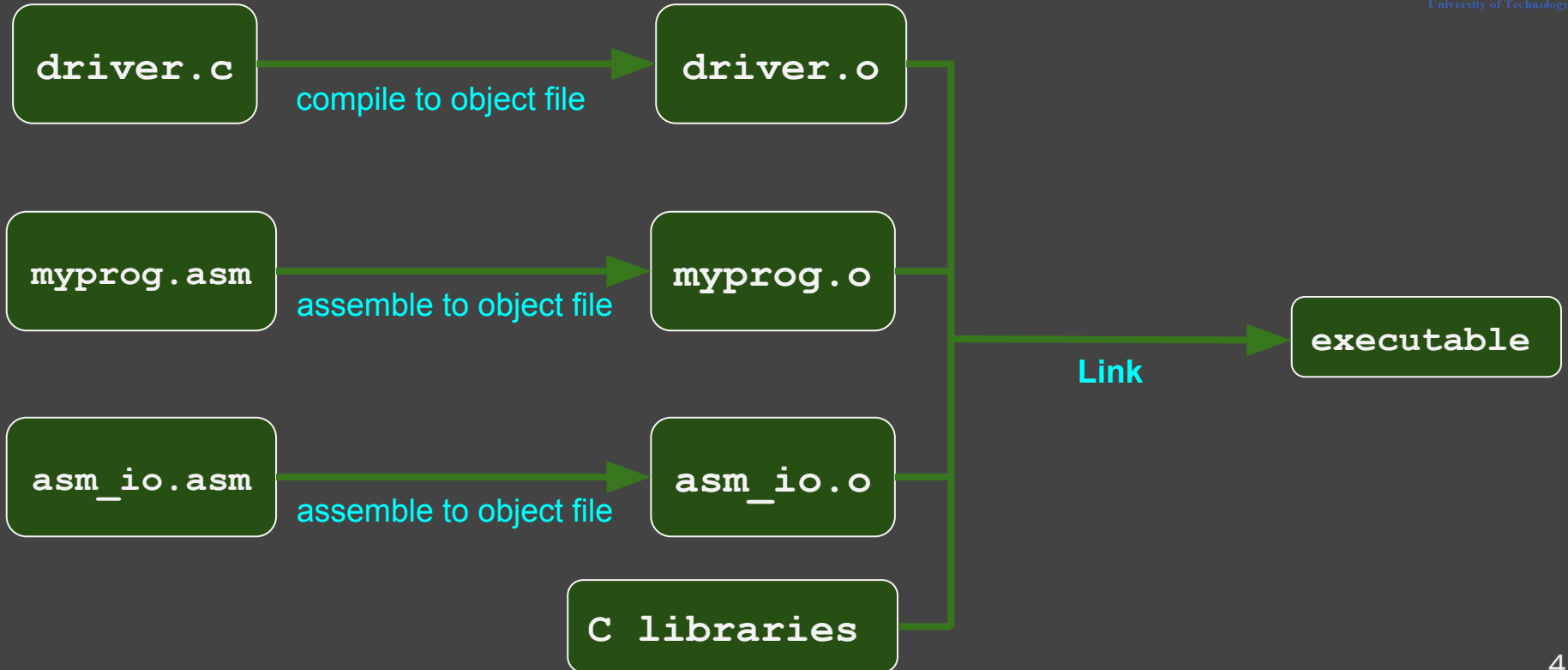
<code>call print_int</code>	prints EAX as signed integer
<code>call print_char</code>	prints the character whose ascii code is stored in AL
<code>call print_string</code>	prints the string whose starting address is stored in EAX, string must be null-terminated (C-string)
<code>call print_nl</code>	prints a newline character
<code>call read_int</code>	reads an integer from standard input and stores it into EAX
<code>call read_char</code>	read a character from standard input and stores its ascii code in EAX
<code>dump_regs &lt;num&gt;</code>	(MACRO) prints out values of registers and flags (<num> is some number like 12 making debugging easier)



# Our second assembly program!



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# steps to run our program

0. Install the Netwide Assembler
  - `sudo apt install nasm`
1. Download the example files (including IO files) from the books website:  
<http://pacman128.github.io/pcasm/>
  - for linux click on the link [linux examples](#) to download the files
  - there are links for other platforms as well
2. Copy the files `asm_io.inc`, `asm_io.asm` and `cdecl.h` to your current working directory.
3. Compile the file `asm_io.asm` to object file (creating `asm_io.o`)
  - `nasm -f elf -d ELF_TYPE asm_io.asm`
4. Create a file named `driver.c`

# steps to run our program



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4. Create a file named `driver.c` simply calling an assembly function:

```
void asm_main();  
  
int main() {  
    asm_main();  
    return 0;  
}
```

(alternatively, copy the files `driver.c` and `cdecl.h` to your current directory.)

# steps to run our program



## 5. Install the 32 bit C libraries (if not installed)

- `sudo apt-get install libc6-dev-i386`
- `sudo apt-get install libx32gcc-4.8-dev`
- `sudo apt-get install gcc-multilib (if needed)`
- `sudo apt-get install gcc-6-multilib (if needed)`

## 6. Compile driver.c to 32 bit object file (creating driver.o)

- `gcc -m32 -c driver.c`



# steps to run our program

7. Create your main assembly file containing the `asm_main` label

```
%include "asm_io.inc"
segment .text
global asm_main
asm_main:
    enter 0,0
    pusha

    mov eax, 100
    mov ebx, 20
    sub eax, ebx

    call print_int ; print EAX
    call print_nl  ; print a new line

    dump_regs 1111 ; printing the system state (registers, etc.)

    popa
    leave
    ret
```

myprog.asm

# steps to run our program



7. Create your main assembly file containing the `asm_main` label

```
myprog.asm
#include "asm_io.inc"

segment .text
global asm_main

asm_main:
    enter 0,0
    pusha

    mov eax, 100
    mov ebx, 20
    sub eax, ebx

    call print_int    ; print EAX
    call print_nl    ; print a new line

    dump_regs 1111   ; print registers, etc

    popa
    leave
    ret
```

```
driver.c
void asm_main();

int main() {

    asm_main();

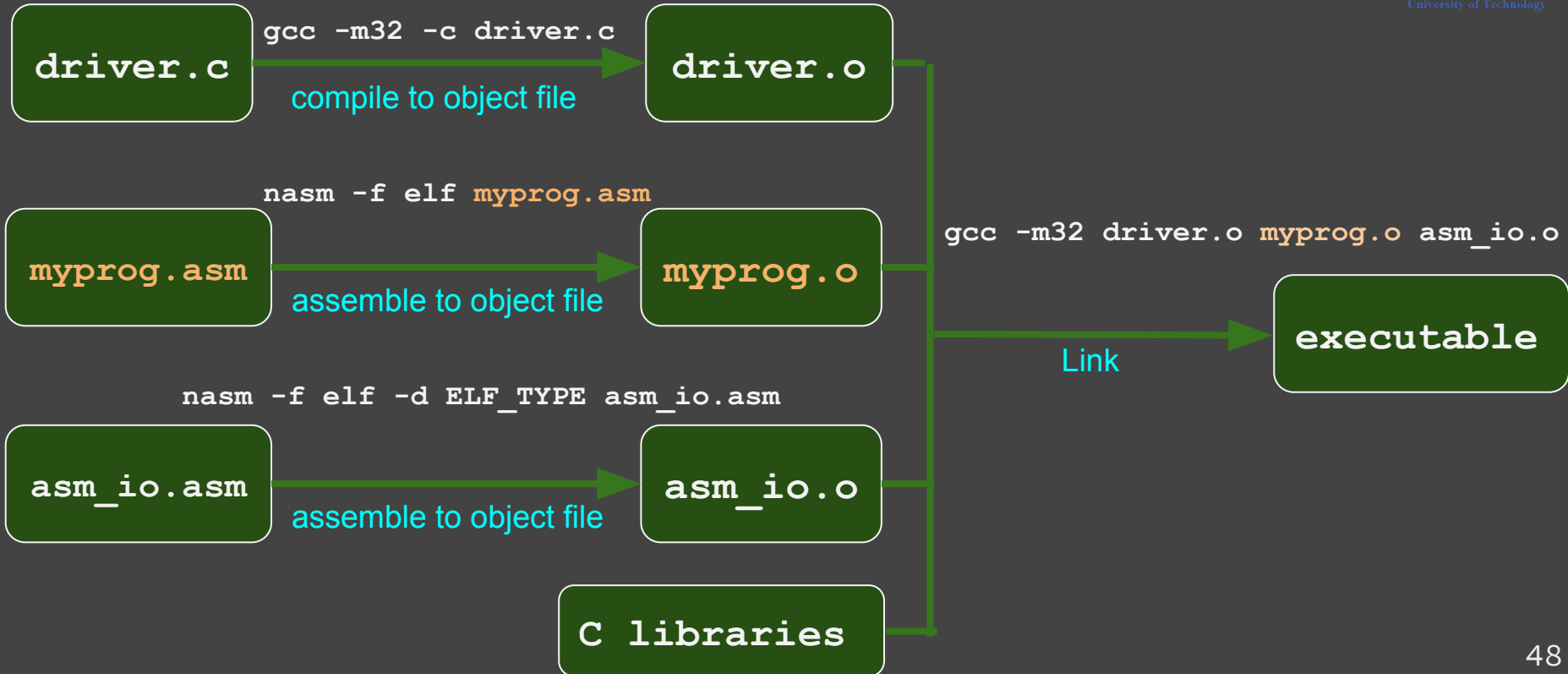
    return 0;
}
```



# steps to run our program

8. Compile your assembly code to 32 bit object file (creating `myprog.o`)
  - `nasm -f elf myprog.asm`
9. link the object files `myprog.o`, `asm_io.o`, `driver.o` (and the C libraries) to create the executable
  - `gcc -m32 driver.o myprog.o asm_io.o`
10. run the executable and see the output
  - `./a.out`

# steps to run our program





# steps to run our program



myprog.asm

```
%include "asm_io.inc"

segment .text

global asm_main

asm_main:
    enter 0,0
    pusha

    mov eax, 100
    mov ebx, 20
    sub eax, ebx

    call print_int ; print E
    call print_nl ; print a
    dump_regs 1111 ; print 1

    popa
    leave
    ret
```

driver.c

```
void asm_main();

int main() {

    asm_main();

    return 0;
}
```

```
nasihatkon@kntu:lecture3$ nasm -f elf -d ELF_TYPE asm_io.asm
nasihatkon@kntu:lecture3$ gcc -m32 -c driver.c
nasihatkon@kntu:lecture3$ nasm -f elf myprog.asm
nasihatkon@kntu:lecture3$ gcc -m32 driver.o myprog.o asm_io.o
nasihatkon@kntu:lecture3$ ./a.out
```

```
80
Register Dump # 1111
EAX = 00000050 EBX = 00000014 ECX = FFDBFCB0 EDX = FFDBFCD4
ESI = F76B7000 EDI = F76B7000 EBP = FFDBFC88 ESP = FFDBFC68
EIP = 080484EB FLAGS = 0206 PF
```



# All commands

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

```
gcc -m32 -c driver.c
```

```
nasm -f elf myprog.asm
```

```
gcc -m32 driver.o myprog.o asm_io.o
```

```
./a.out
```

# Give output file a name (-o option)



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

```
gcc -m32 -c driver.c
```

```
nasm -f elf myprog.asm
```

```
gcc -m32 driver.o myprog.o asm_io.o -o myprog
```

```
./myprog
```

# Writing your own program



- Take the same steps as above
- Your source file should be like this (or use `ske1.asm` from the book)

```
%include "asm_io.inc"

segment .text

global asm_main

asm_main:
    enter 0,0
    pusha

    ; write your assembly code here!

    popa
    leave
    ret
```

# References



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- [Carter, Paul A. PC Assembly Language, 2007](#)
- <http://cs.lmu.edu/~ray/notes/nasmtutorial/>
- [https://www.ibm.com/support/knowledgecenter/en/ssw\\_aix\\_71/com.ibm.aix.performance/when\\_dyn\\_linking\\_static\\_linking.htm](https://www.ibm.com/support/knowledgecenter/en/ssw_aix_71/com.ibm.aix.performance/when_dyn_linking_static_linking.htm)