Libraries and Procedures

COE 205

Computer Organization and Assembly Language

Computer Engineering Department

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Presentation Outline

Link Library Overview

- A **link library** is a file containing procedures that have been assembled into machine code
  - Can be constructed from one or more object (.OBJ) files
- Textbook provides link libraries to simplify Input/Output
  - **Irvine32.lib** is for programs written in 32-bit protected mode
  - **Irvine16.lib** is for programs written in 16-bit real-address mode
- You can also construct your own link library
  - Start with one or more assembler source files (extension .ASM)
  - Assemble each source file into an object file (extension .OBJ)
  - Create an empty link library file (extension .LIB)
  - Add the OBJ files to the library file using the Microsoft LIB utility

Procedure Prototypes & Include File

- Before calling an external procedure in a library …
  - You should make the external procedure visible to your program
- To make an external procedure visible, use a prototype
- Examples of Procedure Prototypes

```
ClrScr     PROTO      ; Clear the screen
WriteChar  PROTO      ; Write a character
WriteInt   PROTO      ; Write a signed integer
ReadString PROTO      ; Read a string
```

- The procedure prototypes are placed in an **include file**
  - The **Irvine32.inc** include file (extension .INC) contains the prototypes of the procedures that are defined in **Irvine32.lib**
  - The **INCLUDE** directive copies the content of the include file

Calling a Library Procedure

- To call a library procedure, use the CALL instruction
- Some procedures require input arguments
  - We can pass arguments in registers
- The following example displays "1A8C" on the console

Irvine32.inc

```
...
Crlf PROTO
WriteHex PROTO
...
```

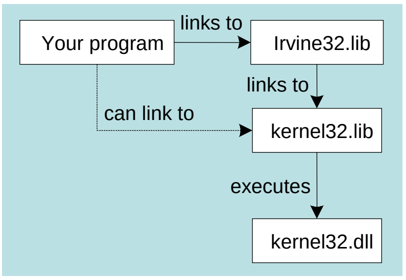
```
INCLUDE Irvine32.inc
.code
    mov  eax, 1A8Ch  ; eax = argument
    call WriteHex    ; Display eax in hex
    call Crlf        ; Display end of line
```

Linking to a Library

- Your program links to **Irvine32.lib**
- The **link32.exe** executable file is the 32-bit linker
  - The linker program combines a program's object file with one or more object files and link libraries
- To link **myprog.obj** to **Irvine32.lib** & **kernel32.lib** type …

```
link32 myprog.obj Irvine32.lib kernel32.lib
```

- If a procedure you are calling is not in the link library, the linker issues an error message
- Kernel32.dll is called a dynamic link library, part of MS-Windows. It contains procedures that perform character-base I/O



Next . . .

- ❖ Link Library Overview
- ❖ The Book's Link Library
- ❖ Runtime Stack and Stack Operations
- ❖ Defining and Using Procedures
- ❖ Program Design Using Procedures

The Book's Link Library

- ❖ The book's link library **Irvine32.lib** consists of …
  - ✧ Input procedures: ReadInt, ReadChar, ReadString, …
  - ✧ Output procedures: Clrscr, WriteInt, WriteHex, WriteString, …
  - ✧ Dumping registers and memory: DumpRegs and DumpMem
  - ✧ Random number generation: Randomize, Random32, …
  - ✧ Cursor control procedures: GetMaxXY and Gotoxy
  - ✧ Miscellaneous procedures: SetTextColor, Delay, …
- ❖ Console Window
  - ✧ Text-only window created by MS-Windows (**cmd.exe** program)
  - ✧ The Irvine32.lib writes output to the console (standard output)
  - ✧ The Irvine32.lib reads input from the keyboard (standard input)

Output Procedures

Procedure	Description
Clrscr	Clears screen, locates cursor at upper left corner.
Crlf	Writes end of line sequence (CR,LF) to standard output.
WriteChar	Writes character in register AL to standard output.
WriteString	Writes a null-terminated string to standard output. String address should be passed in register EDX.
WriteHex	Writes EAX in hexadecimal format to standard output.
WriteInt	Writes EAX in signed decimal format to standard output.
WriteDec	Writes EAX in unsigned decimal format to standard output.
WriteBin	Writes EAX in binary format to standard output.

Example: Displaying a String

Displaying a null-terminated string
Moving the cursor to the beginning of the next line

```
.data
str1 BYTE "Assembly language is easy!",0
.code
    mov  edx, OFFSET str1
    call WriteString
    call Crlf
```

Adding the CR/LF control characters to the string definition

```
.data
str1 BYTE "Assembly language is easy!",13,10,0
.code                                    /    \
    mov  edx, OFFSET str1               CR    LF
    call WriteString
```

No need to call Crlf

Example: Displaying an Integer

```
.code
    mov  eax, -1000
    call WriteBin           ; display binary
    call Crlf
    call WriteHex           ; display hexadecimal
    call Crlf
    call WriteInt           ; display signed decimal
    call Crlf
    call WriteDec           ; display unsigned decimal
    call Crlf
```

Sample output

```
1111 1111 1111 1111 1111 1100 0001 1000
FFFFFC18
-1000
4294966296
```

Input Procedures

Procedure	Description
ReadChar	Reads a char from keyboard and returns it in the AL register. The character is NOT echoed on the screen.
ReadHex	Reads a 32-bit hex integer and returns it in the EAX register. Reading stops when the user presses the [Enter] key. No leading spaces. No error checking is performed.
ReadInt	Reads a 32-bit signed integer and returns it in EAX. Leading spaces are ignored. Optional + or – is allowed. Error checking is performed (error message) for invalid input.
ReadDec	Reads a 32-bit unsigned integer and returns it in EAX.
ReadString	Reads a string of characters from keyboard. Additional null-character is inserted at the end of the string. EDX = address of array where input characters are stored. ECX = maximum characters to be read + 1 (for null byte) Return EAX = count of non-null characters read.

Example: Reading a String

Before calling ReadString …

EDX should have the address of the string.

ECX specifies the maximum number of input chars + 1 (null byte).

```
.data
inputstring BYTE  21 DUP(0) ; extra 1 for null byte
actualsize  DWORD 0

.code
   mov  edx, OFFSET inputstring
   mov  ecx, SIZEOF inputstring
   call ReadString
   mov  actualsize, eax
```

Actual number of characters read is returned in EAX

A null byte is automatically appended at the end of the string

Dumping Registers and Memory

- ❖ DumpRegs
  - ✧ Writes EAX, EBX, ECX, and EDX on first line in hexadecimal
  - ✧ Writes ESI, EDI, EBP, and ESP on second line in hexadecimal
  - ✧ Writes EIP, EFLAGS, CF, SF, ZF, and OF on third line
- ❖ DumpMem
  - ✧ Writes a range of memory to standard output in hexadecimal
  - ✧ ESI = starting address
  - ✧ ECX = number of elements to write
  - ✧ EBX = element size (1, 2, or 4)

Example: Dumping a Word Array

```
.data
      array WORD 2 DUP (0, 10, 1234, 3CFFh)

.code
      mov  esi, OFFSET array
      mov  ecx, LENGTHOF array
      mov  ebx, TYPE array
      call DumpMem
```

Console Output

```
Dump of offset 00405000

-------------------------------

0000 000A 04D2 3CFF 0000 000A 04D2 3CFF
```

Random Number Generation

❖ Randomize
- ✧ Seeds the random number generator with the current time
- ✧ The seed value is used by **Random32** and **RandomRange**

❖ Random32
- ✧ Generates an unsigned pseudo-random 32-bit integer
- ✧ Returns value in EAX = random (0 to FFFFFFFFh)

❖ RandomRange
- ✧ Generates an unsigned pseudo-random integer from 0 to *n* – 1
- ✧ Call argument: EAX = *n*
- ✧ Return value in EAX = random (0 to *n* – 1)

Example on Random Numbers

❖ Generate and display 5 random numbers from 0 to 999

```
     mov  ecx, 5         ; loop counter
L1:  mov  eax, 1000      ; range = 0 to 999
     call RandomRange    ; eax = random integer
     call WriteDec       ; display it
     call Crlf           ; one number per line
     loop L1
```

Console Output

```
194
702
167
257
607
```

Additional Library Procedures

Procedure	Description
WaitMsg	Displays "Press [Enter] to Continue …" and waits for user.
SetTextColor	Sets the color for all subsequent text output. Bits 0 – 3 of EAX = foreground color. Bits 4 – 7 of EAX = background color.
Delay	Delay program for a given number of milliseconds. EAX = number of milliseconds.
GetMseconds	Return in EAX the milliseconds elapsed since midnight.

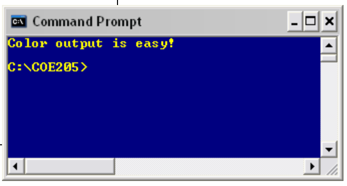
Gotoxy	Locates cursor at a specific row and column on the console.
	DH = row number
	DL = column number

GetMaxXY	Return the number of columns and rows in console window buffer Return value DH = current number of rows Return value DL = current number of columns

Example on TextColor

Display a null-terminated string with yellow characters on a blue background

```
.data
    str1 BYTE "Color output is easy!",0
.code
    mov  eax, yellow + (blue * 16)
    call SetTextColor
    call Clrscr
    mov  edx, OFFSET str1
    call WriteString
    call Crlf
```



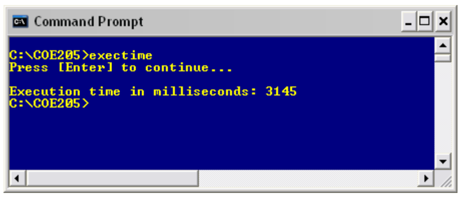
```
Color output is easy!
C:\COE205>
```

The colors defined in Irvine32.inc are:

black, white, brown, yellow, blue, green, cyan, red, magenta, gray, lightBlue, lightGreen, lightCyan, lightRed, lightMagenta, and lightGray.

Measuring Program Execution Time

```
.data
  time  BYTE  "Execution time in milliseconds: ",0
  start DWORD ?     ; start execution time
.code
main PROC
  call GetMseconds  ; EAX = milliseconds since midnight
  mov  start, eax   ; save starting execution time
  call WaitMsg      ; Press [Enter] to continue ...
  mov  eax, 2000    ; 2000 milliseconds
  call delay        ; pause for 2 seconds
  lea  edx, time
  call WriteString
  call GetMseconds
  sub  eax, start
  call WriteDec
  exit
main ENDP
END main
```



```
C:\COE205>exectime
Press [Enter] to continue...

Execution time in milliseconds: 3145
C:\COE205>
```

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What is a Stack?

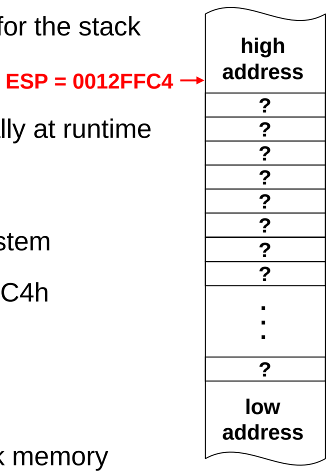
- ❖ Stack is a **Last-In-First-Out** (LIFO) data structure
  - ✧ Analogous to a stack of plates in a cafeteria
  - ✧ Plate on **Top of Stack** is directly accessible
- ❖ Two basic stack operations
  - ✧ **Push**: inserts a new element on top of the stack
  - ✧ **Pop**: deletes top element from the stack
- ❖ View the stack as a linear array of elements
  - ✧ Insertion and deletion is restricted to one end of array
- ❖ Stack has a maximum capacity
  - ✧ When stack is **full**, no element can be pushed
  - ✧ When stack is **empty**, no element can be popped

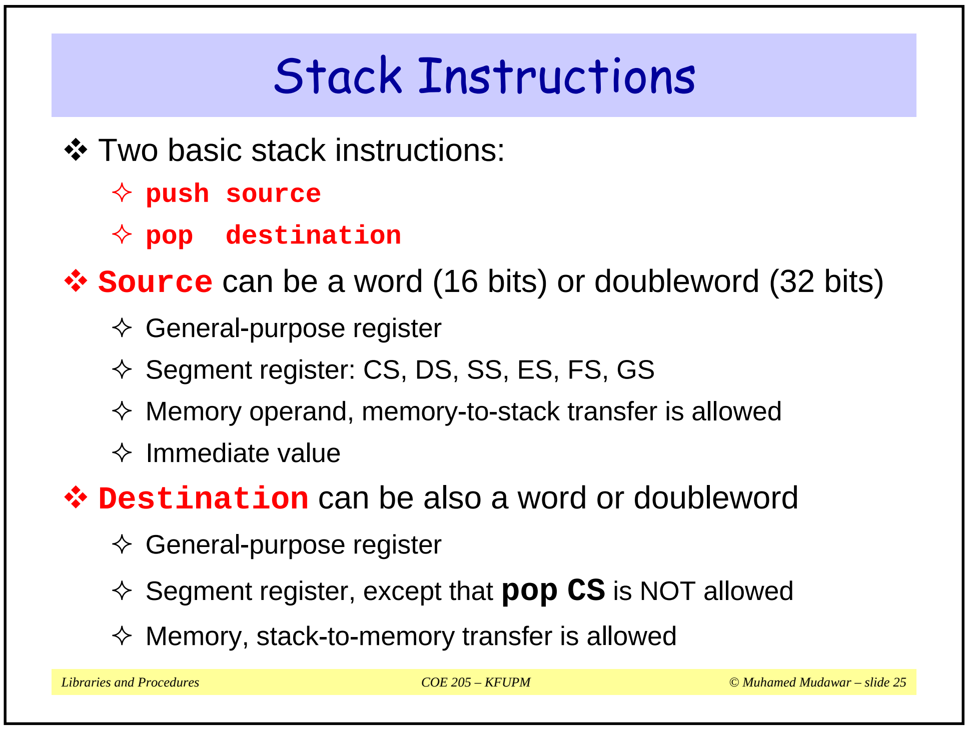
Runtime Stack

- **Runtime stack:** array of consecutive memory locations
- Managed by the processor using two registers
  - Stack Segment register **SS**
    - Not modified in protected mode, **SS** points to segment descriptor
  - Stack Pointer register **ESP**
    - For 16-bit real-address mode programs, **SP** register is used
- **ESP** register points to the **top of stack**
  - Always points to last data item placed on the stack
- Only words and doublewords can be pushed and popped
  - But not single bytes
- Stack grows **downward** toward lower memory addresses

Runtime Stack Allocation

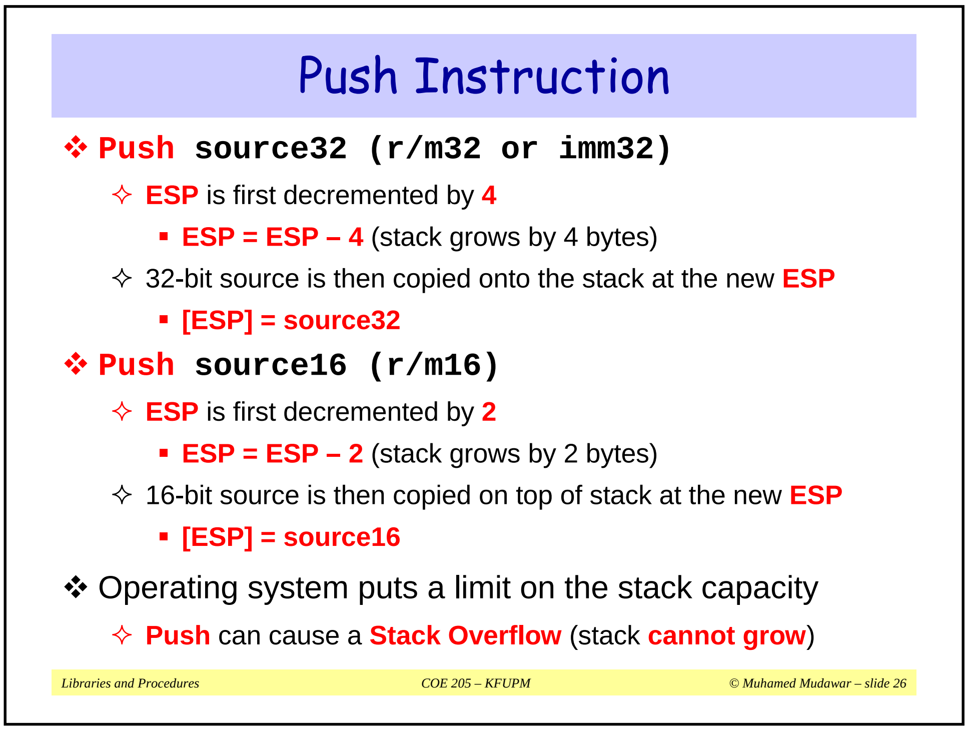
- **.STACK** directive specifies a runtime stack
  - Operating system allocates memory for the stack
  - Runtime stack is initially empty
  - The stack size can change dynamically at runtime
- Stack pointer **ESP**
  - **ESP** is initialized by the operating system
  - Typical initial value of **ESP** = 0012FFC4h
- The stack grows **downwards**
  - The memory below **ESP** is free
  - **ESP** is decremented to allocate stack memory





Stack Instructions

- Two basic stack instructions:
  - **`push source`**
  - **`pop  destination`**
- **`Source`** can be a word (16 bits) or doubleword (32 bits)
  - General-purpose register
  - Segment register: CS, DS, SS, ES, FS, GS
  - Memory operand, memory-to-stack transfer is allowed
  - Immediate value
- **`Destination`** can be also a word or doubleword
  - General-purpose register
  - Segment register, except that **`pop CS`** is NOT allowed
  - Memory, stack-to-memory transfer is allowed



Push Instruction

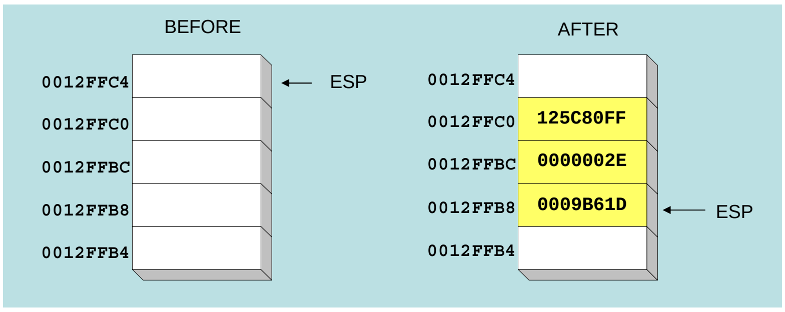
- **`Push source32 (r/m32 or imm32)`**
  - **ESP** is first decremented by **4**
    - **ESP = ESP – 4** (stack grows by 4 bytes)
  - 32-bit source is then copied onto the stack at the new **ESP**
    - **[ESP] = source32**
- **`Push source16 (r/m16)`**
  - **ESP** is first decremented by **2**
    - **ESP = ESP – 2** (stack grows by 2 bytes)
  - 16-bit source is then copied on top of stack at the new **ESP**
    - **[ESP] = source16**
- Operating system puts a limit on the stack capacity
  - **Push** can cause a **Stack Overflow** (stack **cannot grow**)

Examples on the Push Instruction

- Suppose we execute:
  - PUSH EAX ; EAX = 125C80FFh
  - PUSH EBX ; EBX = 2Eh
  - PUSH ECX ; ECX = 9B61Dh

The stack grows **downwards**

The area below ESP is **free**



Pop Instruction

- **Pop** **`dest32 (r/m32)`**
  - 32-bit doubleword at ESP is first copied into dest32
    - **dest32 = [ESP]**
  - ESP is then incremented by 4
    - **ESP = ESP + 4** (stack shrinks by 4 bytes)
- **Pop** **`dest16 (r/m16)`**
  - 16-bit word at ESP is first copied into dest16
    - **dest16 = [ESP]**
  - ESP is then incremented by 2
    - **ESP = ESP + 2** (stack shrinks by 2 bytes)
- Popping from an empty stack causes a **stack underflow**

Examples on the Pop Instruction

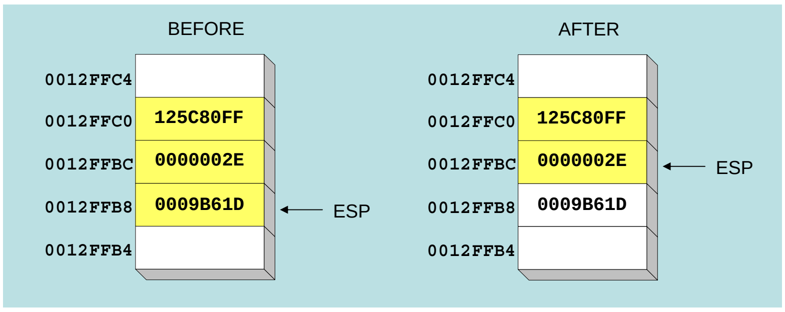
❖ Suppose we execute:

✧ POP SI ; SI = B61Dh

✧ POP DI ; DI = 0009h

The stack shrinks upwards

The area at & above ESP is allocated



Uses of the Runtime Stack

❖ Runtime Stack can be utilized for

✧ Temporary storage of data and registers

✧ Transfer of program control in procedures and interrupts

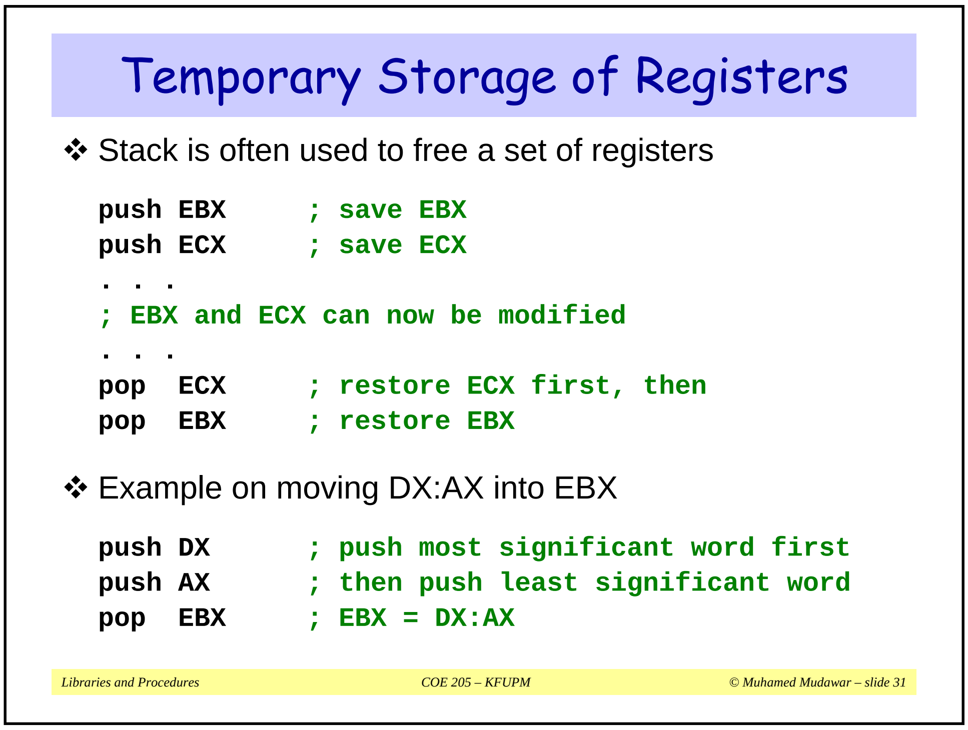
✧ Parameter passing during a procedure call

✧ Allocating local variables used inside procedures

❖ Stack can be used as temporary storage of data

✧ Example: exchanging two variables in a data segment

```
push var1  ; var1 is pushed
push var2  ; var2 is pushed
pop  var1  ; var1 = var2 on stack
pop  var2  ; var2 = var1 on stack
```



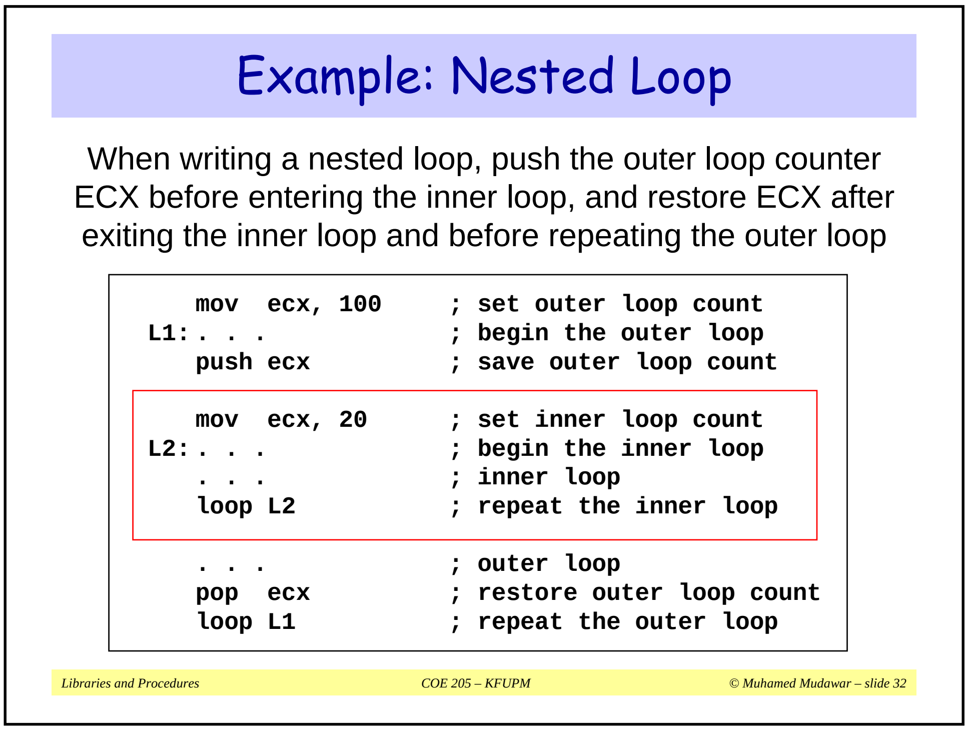
Temporary Storage of Registers

❖ Stack is often used to free a set of registers

```
push EBX      ; save EBX
push ECX      ; save ECX
. . .
; EBX and ECX can now be modified
. . .
pop  ECX      ; restore ECX first, then
pop  EBX      ; restore EBX
```

❖ Example on moving DX:AX into EBX

```
push DX       ; push most significant word first
push AX       ; then push least significant word
pop  EBX      ; EBX = DX:AX
```



Example: Nested Loop

When writing a nested loop, push the outer loop counter ECX before entering the inner loop, and restore ECX after exiting the inner loop and before repeating the outer loop

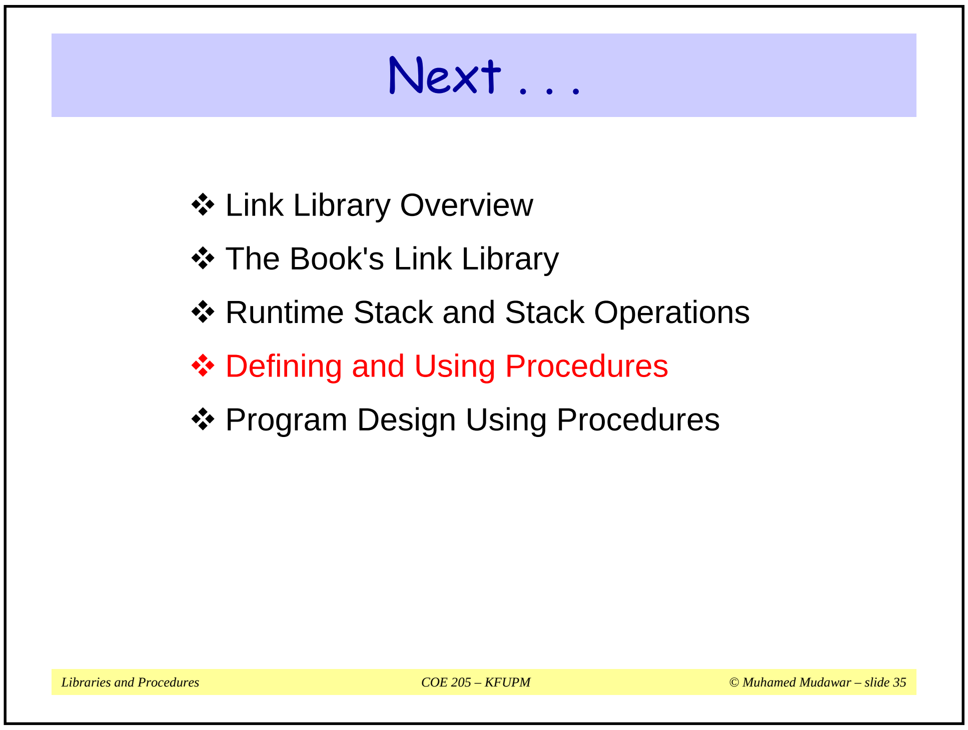
```
    mov  ecx, 100      ; set outer loop count
L1: . . .              ; begin the outer loop
    push ecx           ; save outer loop count

    mov  ecx, 20       ; set inner loop count
L2: . . .              ; begin the inner loop
    . . .              ; inner loop
    loop L2            ; repeat the inner loop

    . . .              ; outer loop
    pop  ecx           ; restore outer loop count
    loop L1            ; repeat the outer loop
```

Push/Pop All Registers

- **pushad**
  - Pushes all the 32-bit general-purpose registers
  - EAX, ECX, EDX, EBX, ESP, EBP, ESI, and EDI in this order
  - Initial ESP value (before pushad) is pushed
  - ESP = ESP – 32
- **pusha**
  - Same as pusha but pushes all 16-bit registers AX through DI
  - ESP = ESP – 16
- **popad**
  - Pops into registers EDI through EAX in reverse order of pushad
  - ESP is not read from stack. It is computed as: ESP = ESP + 32
- **popa**
  - Same as popad but pops into 16-bit registers. ESP = ESP + 16

Stack Instructions on Flags

- Special Stack instructions for pushing and popping flags
  - **`pushfd`**
    - Push the 32-bit EFLAGS
  - **`popfd`**
    - Pop the 32-bit EFLAGS
- No operands are required
- Useful for saving and restoring the flags
- For 16-bit programs use **`pushf`** and **`popf`**
  - Push and Pop the 16-bit FLAG register



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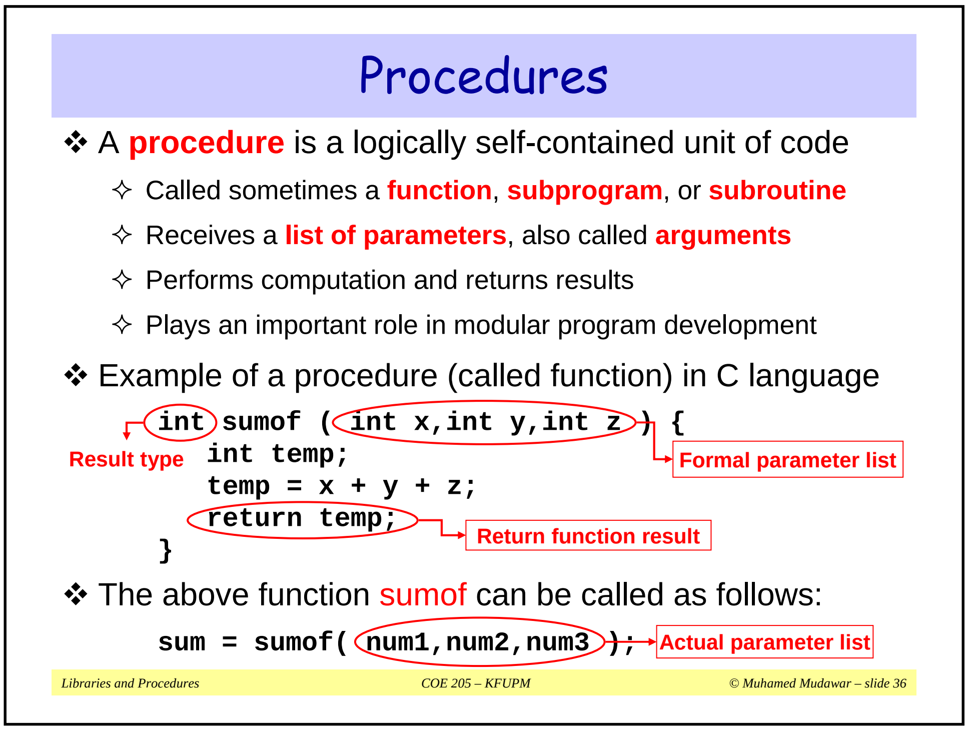


Procedures

- ❖ A **procedure** is a logically self-contained unit of code
  - ✧ Called sometimes a **function**, **subprogram**, or **subroutine**
  - ✧ Receives a **list of parameters**, also called **arguments**
  - ✧ Performs computation and returns results
  - ✧ Plays an important role in modular program development
- ❖ Example of a procedure (called function) in C language

```
int sumof ( int x,int y,int z ) {
    int temp;
    temp = x + y + z;
    return temp;
}
```

Result type

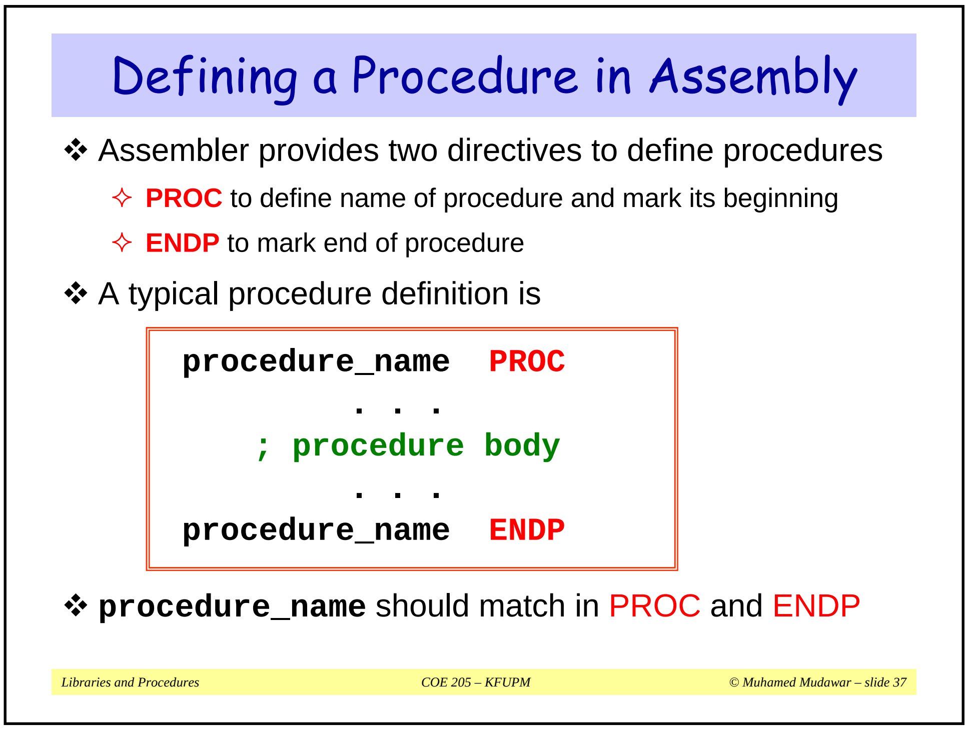
Formal parameter list

Return function result

- ❖ The above function sumof can be called as follows:

```
sum = sumof( num1,num2,num3 );
```

Actual parameter list

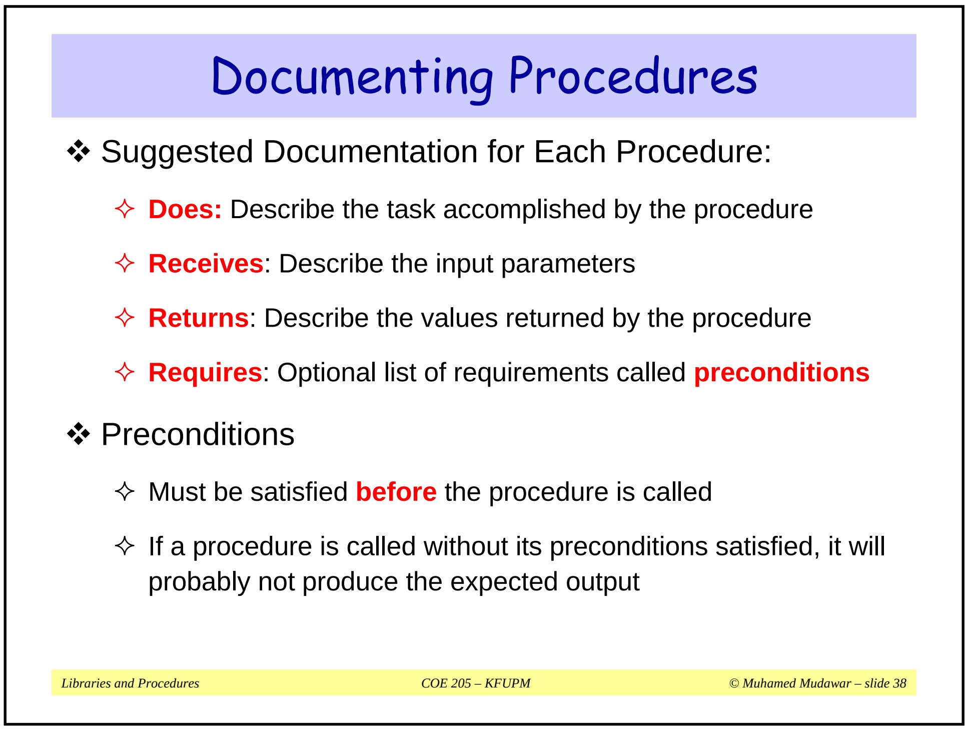


Defining a Procedure in Assembly

- Assembler provides two directives to define procedures
  - **PROC** to define name of procedure and mark its beginning
  - **ENDP** to mark end of procedure
- A typical procedure definition is

```
procedure_name   PROC
          . . .
     ; procedure body
          . . .
procedure_name   ENDP
```

- **`procedure_name`** should match in PROC and ENDP



Documenting Procedures

- Suggested Documentation for Each Procedure:
  - **Does:** Describe the task accomplished by the procedure
  - **Receives**: Describe the input parameters
  - **Returns**: Describe the values returned by the procedure
  - **Requires**: Optional list of requirements called **preconditions**
- Preconditions
  - Must be satisfied **before** the procedure is called
  - If a procedure is called without its preconditions satisfied, it will probably not produce the expected output

Example of a Procedure Definition

- The **sumof** procedure receives three integer parameters
  - Assumed to be in EAX, EBX, and ECX
  - Computes and returns result in register EAX

```
;-------------------------------------------------
; Sumof:    Calculates the sum of three integers
; Receives: EAX, EBX, ECX, the three integers
; Returns:  EAX = sum, and the flags:CF,OF,ZF,SF
; Requires: nothing
;-------------------------------------------------
sumof PROC
   add  EAX, EBX          ; EAX = EAX + second number
   add  EAX, ECX          ; EAX = EAX + third  number
   ret                    ; return to caller
sumof ENDP
```

- The **ret** instruction returns control to the caller

The Call Instruction

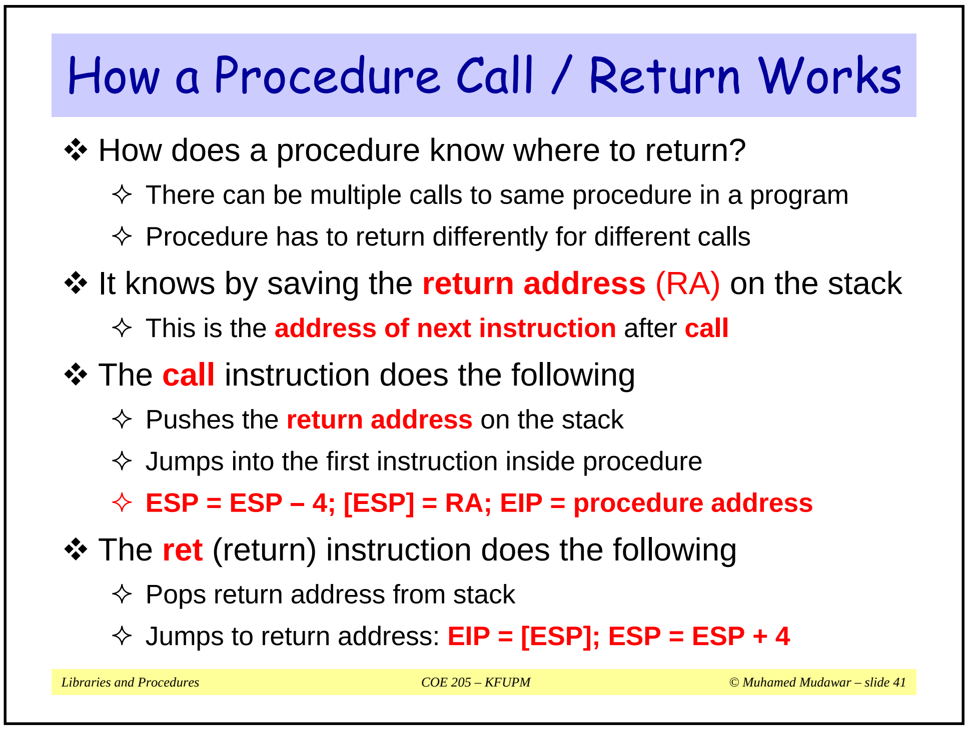
- To invoke a procedure, the **call** instruction is used
- The **call** instruction has the following format

  call procedure_name

- Example on calling the procedure **sumof**
  - Caller passes actual parameters in EAX, EBX, and ECX
  - Before calling procedure **sumof**

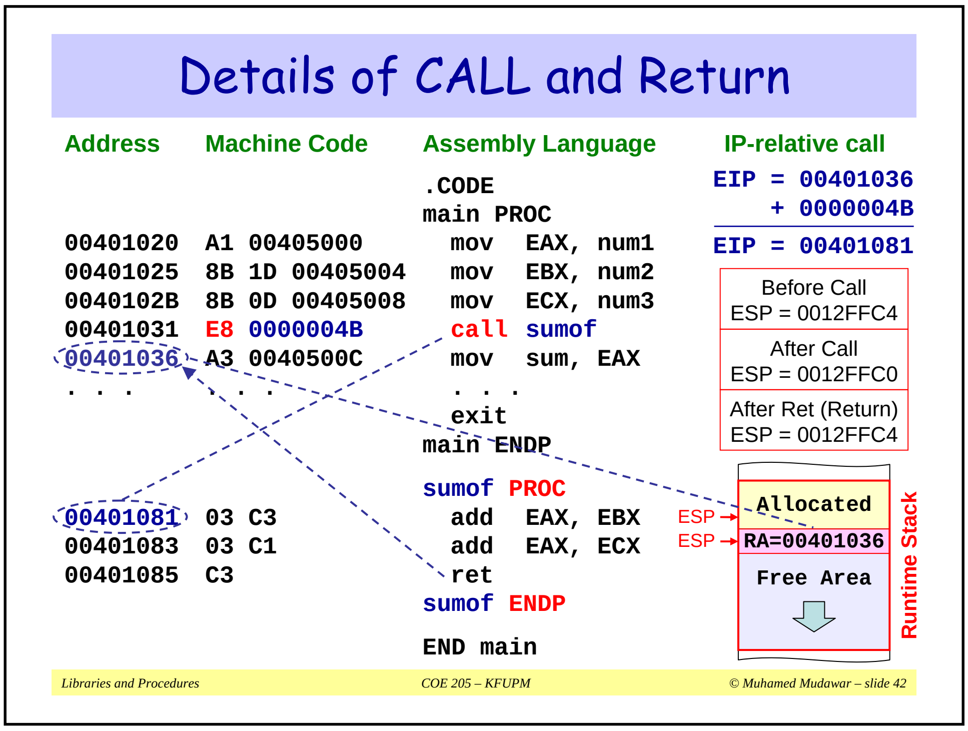
```
mov   EAX, num1     ; pass first  parameter in EAX
mov   EBX, num2     ; pass second parameter in EBX
mov   ECX, num3     ; pass third  parameter in ECX
call  sumof         ; result is in EAX
mov   sum, EAX      ; save result in variable sum
```

- **call sumof** will call the procedure **sumof**



How a Procedure Call / Return Works

- ❖ How does a procedure know where to return?
  - ✧ There can be multiple calls to same procedure in a program
  - ✧ Procedure has to return differently for different calls
- ❖ It knows by saving the **return address** (RA) on the stack
  - ✧ This is the **address of next instruction** after **call**
- ❖ The **call** instruction does the following
  - ✧ Pushes the **return address** on the stack
  - ✧ Jumps into the first instruction inside procedure
  - ✧ **ESP = ESP – 4; [ESP] = RA; EIP = procedure address**
- ❖ The **ret** (return) instruction does the following
  - ✧ Pops return address from stack
  - ✧ Jumps to return address: **EIP = [ESP]; ESP = ESP + 4**



Details of CALL and Return

```
Address     Machine Code      Assembly Language
                              .CODE
                              main PROC
00401020    A1 00405000         mov   EAX, num1
00401025    8B 1D 00405004      mov   EBX, num2
0040102B    8B 0D 00405008      mov   ECX, num3
00401031    E8 0000004B         call  sumof
00401036    A3 0040500C         mov   sum, EAX
. . .       . . .               . . .
                                exit
                              main ENDP

                              sumof PROC
00401081    03 C3               add   EAX, EBX
00401083    03 C1               add   EAX, ECX
00401085    C3                  ret
                              sumof ENDP

                              END main
```

IP-relative call

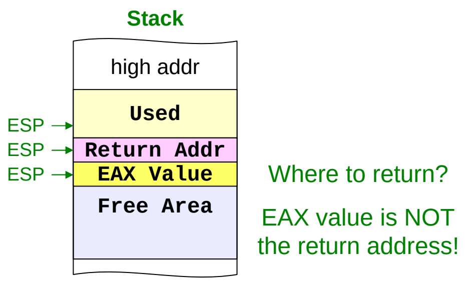
```
EIP = 00401036
    + 0000004B
EIP = 00401081
```

Before Call ESP = 0012FFC4
After Call ESP = 0012FFC0
After Ret (Return) ESP = 0012FFC4

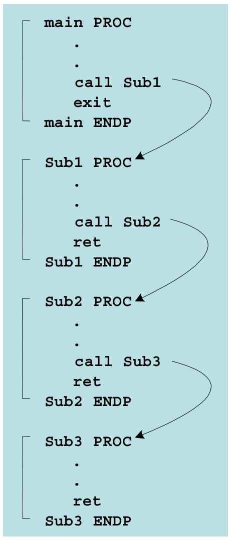
Don't Mess Up the Stack !

- Just before returning from a procedure
  - Make sure the stack pointer ESP is pointing at return address
- Example of a messed-up procedure
  - Pushes EAX on the stack before returning
  - Stack pointer ESP is NOT pointing at return address!

```
main PROC
    call messedup
    . . .
    exit
main ENDP
messedup PROC
    push EAX
    ret
messedup ENDP
```



Nested Procedure Calls



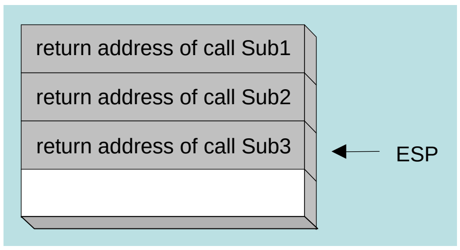
```
main PROC
    .
    .
    call Sub1
    exit
main ENDP

Sub1 PROC
    .
    .
    call Sub2
    ret
Sub1 ENDP

Sub2 PROC
    .
    .
    call Sub3
    ret
Sub2 ENDP

Sub3 PROC
    .
    .
    ret
Sub3 ENDP
```

By the time Sub3 is called, the stack contains all three return addresses


return address of call Sub1
return address of call Sub2
return address of call Sub3
ESP

Parameter Passing

- ❖ Parameter passing in assembly language is different
  - ✧ More complicated than that used in a high-level language
- ❖ In assembly language
  - ✧ Place all required parameters in an accessible storage area
  - ✧ Then call the procedure
- ❖ Two types of storage areas used
  - ✧ Registers: general-purpose registers are used (register method)
  - ✧ Memory: stack is used (stack method) is not covered here
- ❖ Two common mechanisms of parameter passing
  - ✧ Pass-by-value: parameter **value** is passed
  - ✧ Pass-by-reference: **address** of parameter is passed

Passing Parameters in Registers

```
;-----------------------------------------------------
; ArraySum: Computes the sum of an array of integers
; Receives: ESI = pointer to an array of doublewords
;           ECX = number of array elements
; Returns:  EAX = sum
;-----------------------------------------------------
ArraySum PROC
    mov eax,0               ; set the sum to zero
L1: add eax, [esi]          ; add each integer to sum
    add esi, 4              ; point to next integer
    loop L1                 ; repeat for array size
    ret
ArraySum ENDP
```

ESI: **Reference** parameter = array address

ECX: **Value** parameter = count of array elements

Preserving Registers

- Need to preserve the registers across a procedure call
  - Stack can be used to preserve register values
- Which registers should be saved?
  - Those registers that are modified by the called procedure
    - But still used by the calling procedure
  - We can save all registers using **pusha** if we need most of them
    - However, better to save only needed registers when they are few
- Who should preserve the registers?
  - Calling procedure: saves and frees registers that it uses
    - Registers are saved before procedure call and restored after return
  - Called procedure: **preferred method** for modular code
    - Register preservation is done in one place only (inside procedure)

Example on Preserving Registers

```
;----------------------------------------------------
; ArraySum: Computes the sum of an array of integers
; Receives: ESI = pointer to an array of doublewords
;           ECX = number of array elements
; Returns:  EAX = sum
;----------------------------------------------------
ArraySum PROC
    push esi                ; save esi, it is modified
    push ecx                ; save ecx, it is modified
    mov  eax,0              ; set the sum to zero
L1: add  eax, [esi]         ; add each integer to sum
    add  esi, 4             ; point to next integer
    loop L1                 ; repeat for array size
    pop  ecx                ; restore registers
    pop  esi                ; in reverse order
    ret
ArraySum ENDP
```

No need to save EAX. Why?

USES Operator

- The **USES** operator simplifies the writing of a procedure
  - Registers are frequently modified by procedures
  - Just list the registers that should be preserved after **USES**
  - Assembler will **generate** the **push** and **pop** instructions

```
ArraySum PROC USES esi ecx
    mov  eax,0
L1: add  eax, [esi]
    add  esi, 4
    loop L1
    ret
ArraySum ENDP
```

```
ArraySum PROC
    push esi
    push ecx
    mov  eax,0
L1: add  eax, [esi]
    add  esi, 4
    loop L1
    pop  ecx
    pop  esi
    ret
ArraySum ENDP
```

Next . . .

- Link Library Overview
- The Book's Link Library
- Runtime Stack and Stack Operations
- Defining and Using Procedures
- Program Design Using Procedures

Program Design using Procedures

❖ Program Design involves the Following:

- ✧ Break large tasks into smaller ones
- ✧ Use a hierarchical structure based on procedure calls
- ✧ Test individual procedures separately

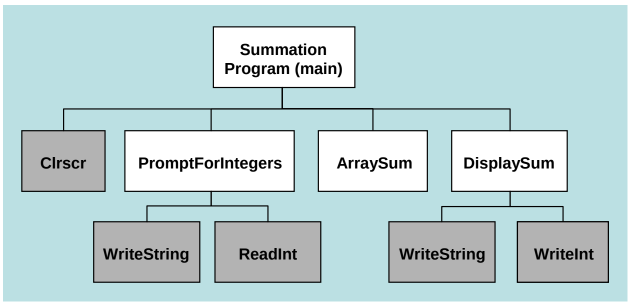
Integer Summation Program:

Write a program that prompts the user for multiple 32-bit integers, stores them in an array, calculates the array sum, and displays the sum on the screen.

Main steps:

1. Prompt user for multiple integers
2. Calculate the sum of the array
3. Display the sum

Structure Chart



Structure Chart

Above diagram is called a **structure chart**

Describes program structure, division into procedure, and call sequence

Link library procedures are shown in grey

Integer Summation Program - 1 of 4

```
INCLUDE Irvine32.inc

ArraySize EQU 5

.DATA
   prompt1 BYTE  "Enter a signed integer: ",0
   prompt2 BYTE  "The sum of the integers is: ",0
   array   DWORD  ArraySize  DUP(?)

.CODE
main PROC
   call Clrscr               ; clear the screen
   mov  esi, OFFSET array
   mov  ecx, ArraySize
   call PromptForIntegers    ; store input integers in array
   call ArraySum             ; calculate the sum of array
   call DisplaySum           ; display the sum
   exit
main ENDP
```

Integer Summation Program - 2 of 4

```
;-----------------------------------------------------
; PromptForIntegers: Read input integers from the user
; Receives: ESI = pointer to the array
;           ECX = array size
; Returns:  Fills the array with the user input
;-----------------------------------------------------
PromptForIntegers PROC USES ecx edx esi
   mov  edx, OFFSET prompt1
L1:
   call WriteString          ; display prompt1
   call ReadInt              ; read integer into EAX
   call Crlf                 ; go to next output line
   mov  [esi], eax           ; store integer in array
   add  esi, 4               ; advance array pointer
   loop L1

   ret
PromptForIntegers ENDP
```

Integer Summation Program – 3 of 4

```
;-----------------------------------------------------
; ArraySum: Calculates the sum of an array of integers
; Receives: ESI = pointer to the array,
;           ECX = array size
; Returns:  EAX = sum of the array elements
;-----------------------------------------------------
ArraySum PROC USES esi ecx
  mov   eax,0            ; set the sum to zero
L1:
  add   eax, [esi]       ; add each integer to sum
  add   esi, 4           ; point to next integer
  loop  L1               ; repeat for array size

  ret                    ; sum is in EAX
ArraySum ENDP
```

Integer Summation Program – 4 of 4

```
;-----------------------------------------------------
; DisplaySum: Displays the sum on the screen
; Receives:   EAX = the sum
; Returns:    nothing
;-----------------------------------------------------
DisplaySum PROC
   mov  edx, OFFSET prompt2
   call WriteString            ; display prompt2
   call WriteInt               ; display sum in EAX
   call Crlf
   ret
DisplaySum ENDP
END main
```

Sample Output

```
Enter a signed integer: 550
Enter a signed integer: -23
Enter a signed integer: -96
Enter a signed integer:  20
Enter a signed integer:   7
The sum of the integers is: +458
```

Summary

❖ Procedure – Named block of executable code
  ✧ CALL: call a procedure, push return address on top of stack
  ✧ RET: pop the return address and return from procedure
  ✧ Preserve registers across procedure calls

❖ Runtime stack – LIFO structure – Grows downwards
  ✧ Holds return addresses, saved registers, etc.
  ✧ PUSH – insert value on top of stack, decrement ESP
  ✧ POP – remove top value of stack, increment ESP

❖ Use the Irvine32.lib library for standard I/O
  ✧ Include Irvine32.inc to make procedure prototypes visible
  ✧ You can learn more by studying Irvine32.asm code