x86 Assembly Language--Subroutines

CMSC 313
Sections 01, 02

Stack Instructions

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Stack Instructions

- PUSH *op*
  - the stack pointer ESP is decremented by the size of the operand
  - the operand is copied to [ESP]
- POP *op*
  - the reverse of PUSH
  - [ESP] is copied to the destination operand
  - ESP is incremented by the size of the operand

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Stack Instructions

- Where is the stack?
  - The stack has its own section
  - Linux processes wake up with ESP initialized properly
  - The stack grows “upward” – toward smaller addresses
  - Memory available to the stack set using ‘limit’

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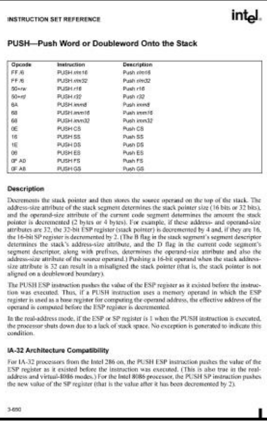

INSTRUCTION SET REFERENCE

PUSH—Push Word or Doubleword Onto the Stack

Opcode	Instruction	Description
FF /6	PUSH *r/m16*	Push *r/m16*
FF /6	PUSH *r/m32*	Push *r/m32*
50+*rw*	PUSH *r16*	Push *r16*
50+*rd*	PUSH *r32*	Push *r32*
6A	PUSH *imm8*	Push *imm8*
68	PUSH *imm16*	Push *imm16*
68	PUSH *imm32*	Push *imm32*
0E	PUSH CS	Push CS
16	PUSH SS	Push SS
1E	PUSH DS	Push DS
06	PUSH ES	Push ES
0F A0	PUSH FS	Push FS
0F A8	PUSH GS	Push GS

Description

Decrements the stack pointer and then stores the source operand on the top of the stack. The address-size attribute of the stack segment determines the stack pointer size (16 bits or 32 bits), and the operand-size attribute of the current code segment determines the amount the stack pointer is decremented (2 bytes or 4 bytes). For example, if these address- and operand-size attributes are 32, the 32-bit ESP register (stack pointer) is decremented by 4 and, if they are 16, the 16-bit SP register is decremented by 2. (The B flag in the stack segment's segment descriptor determines the stack's address-size attribute, and the D flag in the current code segment's segment descriptor, along with prefixes, determines the operand-size attribute and also the address-size attribute of the source operand.) Pushing a 16-bit operand when the stack address-size attribute is 32 can result in a misaligned the stack pointer (that is, the stack pointer is not aligned on a doubleword boundary).

The PUSH ESP instruction pushes the value of the ESP register as it existed before the instruction was executed. Thus, if a PUSH instruction uses a memory operand in which the ESP register is used as a base register for computing the operand address, the effective address of the operand is computed before the ESP register is decremented.

In the real-address mode, if the ESP or SP register is 1 when the PUSH instruction is executed, the processor shuts down due to a lack of stack space. No exception is generated to indicate this condition.

IA-32 Architecture Compatibility

For IA-32 processors from the Intel 286 on, the PUSH ESP instruction pushes the value of the ESP register as it existed before the instruction was executed. (This is also true in the real-address and virtual-8086 modes.) For the Intel 8086 processor, the PUSH SP instruction pushes the new value of the SP register (that is the value after it has been decremented by 2).

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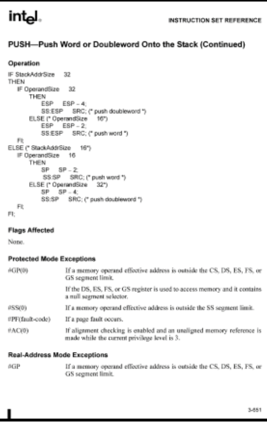

INSTRUCTION SET REFERENCE

PUSH—Push Word or Doubleword Onto the Stack (Continued)

Operation

```
IF StackAddrSize   32
THEN
    IF OperandSize   32
        THEN
            ESP   ESP – 4;
            SS:ESP   SRC; (* push doubleword *)
        ELSE (* OperandSize   16*)
            ESP   ESP – 2;
            SS:ESP   SRC; (* push word *)
    FI;
ELSE (* StackAddrSize   16*)
    IF OperandSize   16
        THEN
            SP   SP – 2;
            SS:SP   SRC; (* push word *)
        ELSE (* OperandSize   32*)
            SP   SP – 4;
            SS:SP   SRC; (* push doubleword *)
    FI;
FI;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
	If the DS, ES, FS, or GS register is used to access memory and it contains a null segment selector.
#SS(0)	If a memory operand effective address is outside the SS segment limit.
#PF(fault-code)	If a page fault occurs.
#AC(0)	If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

Real-Address Mode Exceptions

#GP	If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

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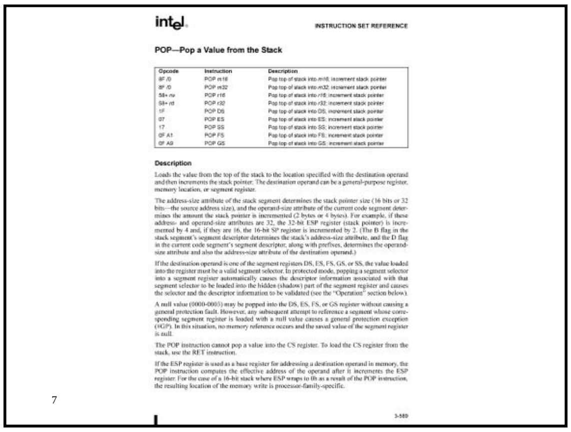

POP—Pop a Value from the Stack

Opcode	Instruction	Description
8F /0	POP m16	Pop top of stack into m16; increment stack pointer
8F /0	POP m32	Pop top of stack into m32; increment stack pointer
58+ rw	POP r16	Pop top of stack into r16; increment stack pointer
58+ rd	POP r32	Pop top of stack into r32; increment stack pointer
1F	POP DS	Pop top of stack into DS; increment stack pointer
07	POP ES	Pop top of stack into ES; increment stack pointer
17	POP SS	Pop top of stack into SS; increment stack pointer
0F A1	POP FS	Pop top of stack into FS; increment stack pointer
0F A9	POP GS	Pop top of stack into GS; increment stack pointer

Description

Loads the value from the top of the stack to the location specified with the destination operand and then increments the stack pointer. The destination operand can be a general-purpose register, memory location, or segment register.

The address-size attribute of the stack segment determines the stack pointer size (16 bits or 32 bits—the source address size), and the operand-size attribute of the current code segment determines the amount the stack pointer is incremented (2 bytes or 4 bytes). For example, if these address- and operand-size attributes are 32, the 32-bit ESP register (stack pointer) is incremented by 4 and, if they are 16, the 16-bit SP register is incremented by 2. (The B flag in the stack segment's segment descriptor determines the stack's address-size attribute, and the D flag in the current code segment's segment descriptor, along with prefixes, determines the operand-size attribute and also the address-size attribute of the destination operand.)

If the destination operand is one of the segment registers DS, ES, FS, GS, or SS, the value loaded into the register must be a valid segment selector. In protected mode, popping a segment selector into a segment register automatically causes the descriptor information associated with that segment selector to be loaded into the hidden (shadow) part of the segment register and causes the selector and the descriptor information to be validated (see the "Operation" section below).

A null value (0000-0003) may be popped into the DS, ES, FS, or GS register without causing a general protection fault. However, any subsequent attempt to reference a segment whose corresponding segment register is loaded with a null value causes a general protection exception (#GP). In this situation, no memory reference occurs and the saved value of the segment register is null.

The POP instruction cannot pop a value into the CS register. To load the CS register from the stack, use the RET instruction.

If the ESP register is used as a base register for addressing a destination operand in memory, the POP instruction computes the effective address of the operand after it increments the ESP register. For the case of a 16-bit stack where ESP wraps to 0h as a result of the POP instruction, the resulting location of the memory write is processor-family-specific.

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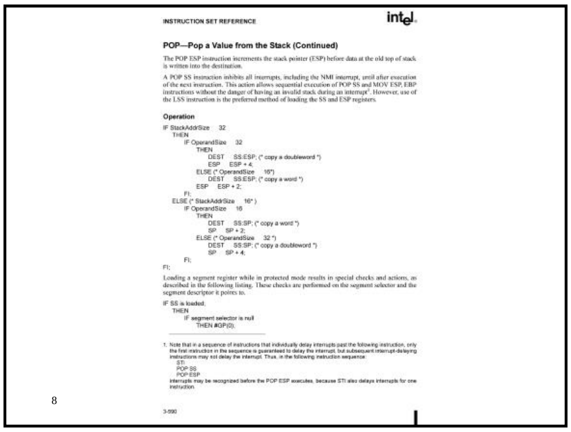

POP—Pop a Value from the Stack (Continued)

The POP ESP instruction increments the stack pointer (ESP) before data at the old top of stack is written into the destination.

A POP SS instruction inhibits all interrupts, including the NMI interrupt, until after execution of the next instruction. This action allows sequential execution of POP SS and MOV ESP, EBP instructions without the danger of having an invalid stack during an interrupt[1]. However, use of the LSS instruction is the preferred method of loading the SS and ESP registers.

Operation

```
IF StackAddrSize    32
   THEN
       IF OperandSize    32
           THEN
               DEST    SS:ESP; (* copy a doubleword *)
               ESP    ESP + 4;
           ELSE (* OperandSize    16*)
               DEST    SS:ESP; (* copy a word *)
           ESP    ESP + 2;
       FI;
   ELSE (* StackAddrSize    16* )
       IF OperandSize    16
           THEN
               DEST    SS:SP; (* copy a word *)
               SP    SP + 2;
           ELSE (* OperandSize    32 *)
               DEST    SS:SP; (* copy a doubleword *)
               SP    SP + 4;
       FI;
FI;
```

Loading a segment register while in protected mode results in special checks and actions, as described in the following listing. These checks are performed on the segment selector and the segment descriptor it points to.

```
IF SS is loaded;
   THEN
       IF segment selector is null
           THEN #GP(0);
```

1. Note that in a sequence of instructions that individually delay interrupts past the following instruction, only the first instruction in the sequence is guaranteed to delay the interrupt, but subsequent interrupt-delaying instructions may not delay the interrupt. Thus, in the following instruction sequence:
   STI
   POP SS
   POP ESP
   interrupts may be recognized before the POP ESP executes, because STI also delays interrupts for one instruction.

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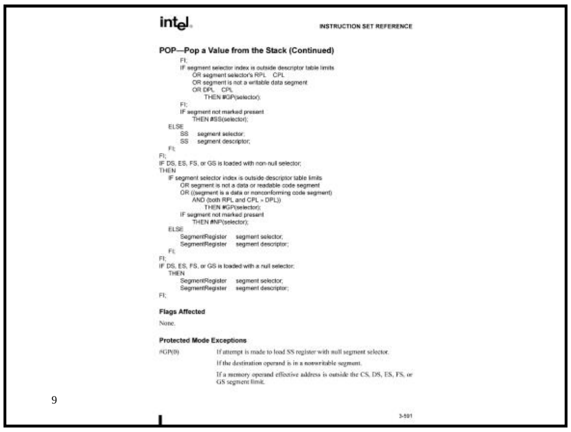

POP—Pop a Value from the Stack (Continued)

```
       FI;
       IF segment selector index is outside descriptor table limits
           OR segment selector's RPL    CPL
           OR segment is not a writable data segment
           OR DPL    CPL
               THEN #GP(selector);
       FI;
       IF segment not marked present
           THEN #SS(selector);
   ELSE
       SS    segment selector;
       SS    segment descriptor;
   FI;
FI;
IF DS, ES, FS, or GS is loaded with non-null selector;
THEN
   IF segment selector index is outside descriptor table limits
       OR segment is not a data or readable code segment
       OR ((segment is a data or nonconforming code segment)
           AND (both RPL and CPL > DPL))
               THEN #GP(selector);
       IF segment not marked present
           THEN #NP(selector);
   ELSE
       SegmentRegister    segment selector;
       SegmentRegister    segment descriptor;
   FI;
FI;
IF DS, ES, FS, or GS is loaded with a null selector;
   THEN
       SegmentRegister    segment selector;
       SegmentRegister    segment descriptor;
FI;
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	If attempt is made to load SS register with null segment selector.
	If the destination operand is in a nonwritable segment.
	If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

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Subroutine Instructions

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Subroutine Instructions

- CALL *label*
  - Used to call a subroutine
  - PUSHes the instruction pointer (EIP) on the stack
  - jump to the label
  - does NOTHING else
- RET
  - reverse of CALL
  - POPs the instruction pointer (EIP) off the stack
  - execution proceeds from the instruction after the CALL instruction
- Parameters?

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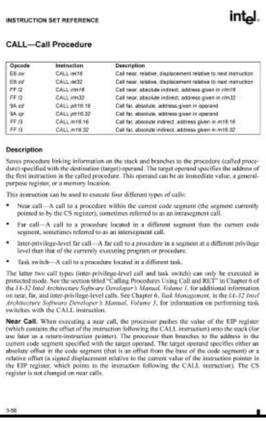

INSTRUCTION SET REFERENCE

CALL—Call Procedure

Opcode	Instruction	Description
E8 *cw*	CALL *rel16*	Call near, relative, displacement relative to next instruction
E8 *cd*	CALL *rel32*	Call near, relative, displacement relative to next instruction
FF /2	CALL *r/m16*	Call near, absolute indirect, address given in *r/m16*
FF /2	CALL *r/m32*	Call near, absolute indirect, address given in *r/m32*
9A *cd*	CALL *ptr16:16*	Call far, absolute, address given in operand
9A *cp*	CALL *ptr16:32*	Call far, absolute, address given in operand
FF /3	CALL *m16:16*	Call far, absolute indirect, address given in *m16:16*
FF /3	CALL *m16:32*	Call far, absolute indirect, address given in *m16:32*

Description

Saves procedure linking information on the stack and branches to the procedure (called procedure) specified with the destination (target) operand. The target operand specifies the address of the first instruction in the called procedure. This operand can be an immediate value, a general-purpose register, or a memory location.

This instruction can be used to execute four different types of calls:

- Near call—A call to a procedure within the current code segment (the segment currently pointed to by the CS register), sometimes referred to as an intrasegment call.
- Far call—A call to a procedure located in a different segment than the current code segment, sometimes referred to as an intersegment call.
- Inter-privilege-level far call—A far call to a procedure in a segment at a different privilege level than that of the currently executing program or procedure.
- Task switch—A call to a procedure located in a different task.

The latter two call types (inter-privilege-level call and task switch) can only be executed in protected mode. See the section titled "Calling Procedures Using Call and RET" in Chapter 6 of the *IA-32 Intel Architecture Software Developer's Manual, Volume 1*, for additional information on near, far, and inter-privilege-level calls. See Chapter 6, *Task Management*, in the *IA-32 Intel Architecture Software Developer's Manual, Volume 3*, for information on performing task switches with the CALL instruction.

Near Call. When executing a near call, the processor pushes the value of the EIP register (which contains the offset of the instruction following the CALL instruction) onto the stack (for use later as a return-instruction pointer). The processor then branches to the address in the current code segment specified with the target operand. The target operand specifies either an absolute offset in the code segment (that is an offset from the base of the code segment) or a relative offset (a signed displacement relative to the current value of the instruction pointer in the EIP register, which points to the instruction following the CALL instruction). The CS register is not changed on near calls.

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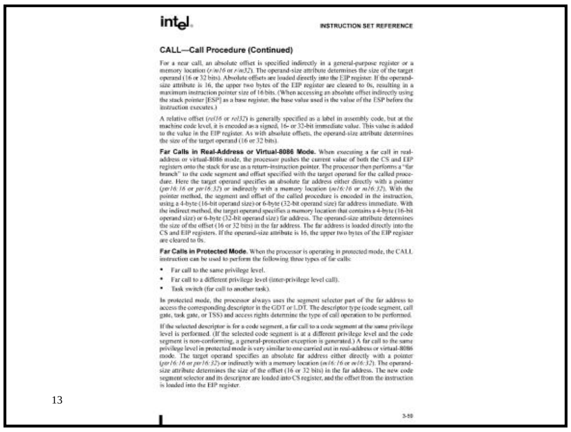

CALL—Call Procedure (Continued)

For a near call, an absolute offset is specified indirectly in a general-purpose register or a memory location (*r/m16* or *r/m32*). The operand-size attribute determines the size of the target operand (16 or 32 bits). Absolute offsets are loaded directly into the EIP register. If the operand-size attribute is 16, the upper two bytes of the EIP register are cleared to 0s, resulting in a maximum instruction pointer size of 16 bits. (When accessing an absolute offset indirectly using the stack pointer [ESP] as a base register, the base value used is the value of the ESP before the instruction executes.)

A relative offset (*rel16* or *rel32*) is generally specified as a label in assembly code, but at the machine code level, it is encoded as a signed, 16- or 32-bit immediate value. This value is added to the value in the EIP register. As with absolute offsets, the operand-size attribute determines the size of the target operand (16 or 32 bits).

Far Calls in Real-Address or Virtual-8086 Mode. When executing a far call in real-address or virtual-8086 mode, the processor pushes the current value of both the CS and EIP registers onto the stack for use as a return-instruction pointer. The processor then performs a "far branch" to the code segment and offset specified with the target operand for the called procedure. Here the target operand specifies an absolute far address either directly with a pointer (*ptr16:16* or *ptr16:32*) or indirectly with a memory location (*m16:16* or *m16:32*). With the pointer method, the segment and offset of the called procedure is encoded in the instruction, using a 4-byte (16-bit operand size) or 6-byte (32-bit operand size) far address immediate. With the indirect method, the target operand specifies a memory location that contains a 4-byte (16-bit operand size) or 6-byte (32-bit operand size) far address. The operand-size attribute determines the size of the offset (16 or 32 bits) in the far address. The far address is loaded directly into the CS and EIP registers. If the operand-size attribute is 16, the upper two bytes of the EIP register are cleared to 0s.

Far Calls in Protected Mode. When the processor is operating in protected mode, the CALL instruction can be used to perform the following three types of far calls:

- Far call to the same privilege level.
- Far call to a different privilege level (inter-privilege level call).
- Task switch (far call to another task).

In protected mode, the processor always uses the segment selector part of the far address to access the corresponding descriptor in the GDT or LDT. The descriptor type (code segment, call gate, task gate, or TSS) and access rights determine the type of call operation to be performed.

If the selected descriptor is for a code segment, a far call to a code segment at the same privilege level is performed. (If the selected code segment is at a different privilege level and the code segment is non-conforming, a general-protection exception is generated.) A far call to the same privilege level in protected mode is very similar to one carried out in real-address or virtual-8086 mode. The target operand specifies an absolute far address either directly with a pointer (*ptr16:16* or *ptr16:32*) or indirectly with a memory location (*m16:16* or *m16:32*). The operand-size attribute determines the size of the offset (16 or 32 bits) in the far address. The new code segment selector and its descriptor are loaded into CS register, and the offset from the instruction is loaded into the EIP register.

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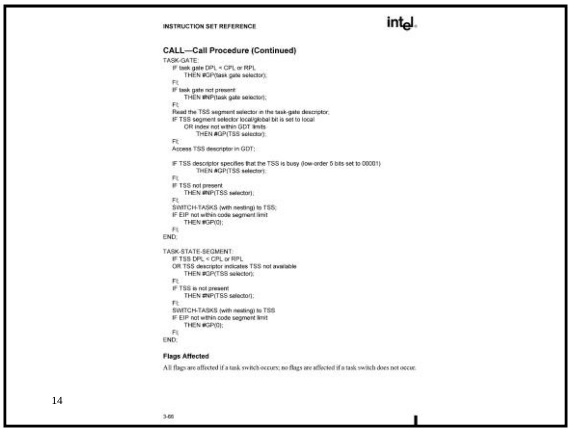

CALL—Call Procedure (Continued)

```
TASK-GATE:
    IF task gate DPL < CPL or RPL
        THEN #GP(task gate selector);
    FI;
    IF task gate not present
        THEN #NP(task gate selector);
    FI;
    Read the TSS segment selector in the task-gate descriptor;
    IF TSS segment selector local/global bit is set to local
        OR index not within GDT limits
            THEN #GP(TSS selector);
    FI;
    Access TSS descriptor in GDT;

    IF TSS descriptor specifies that the TSS is busy (low-order 5 bits set to 00001)
            THEN #GP(TSS selector);
    FI;
    IF TSS not present
        THEN #NP(TSS selector);
    FI;
    SWITCH-TASKS (with nesting) to TSS;
    IF EIP not within code segment limit
        THEN #GP(0);
    FI;
END;

TASK-STATE-SEGMENT:
    IF TSS DPL < CPL or RPL
    OR TSS descriptor indicates TSS not available
        THEN #GP(TSS selector);
    FI;
    IF TSS is not present
        THEN #NP(TSS selector);
    FI;
    SWITCH-TASKS (with nesting) to TSS
    IF EIP not within code segment limit
        THEN #GP(0);
    FI;
END;
```

Flags Affected

All flags are affected if a task switch occurs; no flags are affected if a task switch does not occur.

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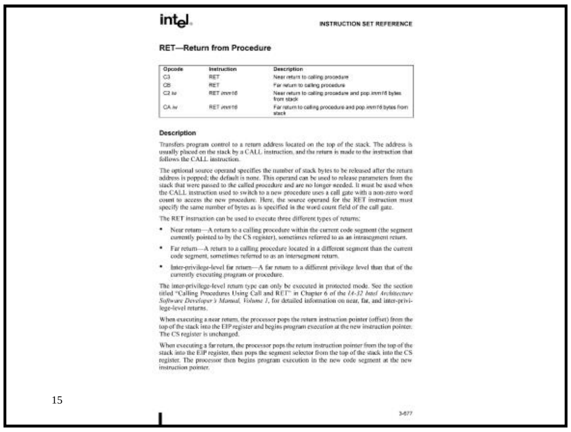

RET—Return from Procedure

Opcode	Instruction	Description
C3	RET	Near return to calling procedure
CB	RET	Far return to calling procedure
C2 *iw*	RET *imm16*	Near return to calling procedure and pop *imm16* bytes from stack
CA *iw*	RET *imm16*	Far return to calling procedure and pop *imm16* bytes from stack

Description

Transfers program control to a return address located on the top of the stack. The address is usually placed on the stack by a CALL instruction, and the return is made to the instruction that follows the CALL instruction.

The optional source operand specifies the number of stack bytes to be released after the return address is popped; the default is none. This operand can be used to release parameters from the stack that were passed to the called procedure and are no longer needed. It must be used when the CALL instruction used to switch to a new procedure uses a call gate with a non-zero word count to access the new procedure. Here, the source operand for the RET instruction must specify the same number of bytes as is specified in the word count field of the call gate.

The RET instruction can be used to execute three different types of returns:

- Near return—A return to a calling procedure within the current code segment (the segment currently pointed to by the CS register), sometimes referred to as an intrasegment return.
- Far return—A return to a calling procedure located in a different segment than the current code segment, sometimes referred to as an intersegment return.
- Inter-privilege-level far return—A far return to a different privilege level than that of the currently executing program or procedure.

The inter-privilege-level return type can only be executed in protected mode. See the section titled "Calling Procedures Using Call and RET" in Chapter 6 of the *IA-32 Intel Architecture Software Developer's Manual, Volume 1*, for detailed information on near, far, and inter-privilege-level returns.

When executing a near return, the processor pops the return instruction pointer (offset) from the top of the stack into the EIP register and begins program execution at the new instruction pointer. The CS register is unchanged.

When executing a far return, the processor pops the return instruction pointer from the top of the stack into the EIP register, then pops the segment selector from the top of the stack into the CS register. The processor then begins program execution in the new code segment at the new instruction pointer.

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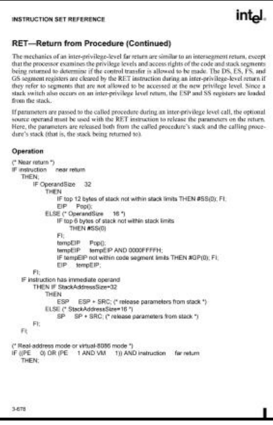

RET—Return from Procedure (Continued)

The mechanics of an inter-privilege-level far return are similar to an intersegment return, except that the processor examines the privilege levels and access rights of the code and stack segments being returned to determine if the control transfer is allowed to be made. The DS, ES, FS, and GS segment registers are cleared by the RET instruction during an inter-privilege-level return if they refer to segments that are not allowed to be accessed at the new privilege level. Since a stack switch also occurs on an inter-privilege level return, the ESP and SS registers are loaded from the stack.

If parameters are passed to the called procedure during an inter-privilege level call, the optional source operand must be used with the RET instruction to release the parameters on the return. Here, the parameters are released both from the called procedure's stack and the calling procedure's stack (that is, the stack being returned to).

Operation

```
(* Near return *)
IF instruction    near return
  THEN;
     IF OperandSize    32
        THEN
           IF top 12 bytes of stack not within stack limits THEN #SS(0); FI;
           EIP    Pop();
        ELSE (* OperandSize    16 *)
           IF top 6 bytes of stack not within stack limits
              THEN #SS(0)
           FI;
           tempEIP    Pop();
           tempEIP    tempEIP AND 0000FFFFH;
           IF tempEIP not within code segment limits THEN #GP(0); FI;
           EIP    tempEIP;
     FI;
  IF instruction has immediate operand
     THEN IF StackAddressSize=32
        THEN
           ESP    ESP + SRC; (* release parameters from stack *)
        ELSE (* StackAddressSize=16 *)
           SP    SP + SRC; (* release parameters from stack *)
     FI;
  FI;

(* Real-address mode or virtual-8086 mode *)
IF ((PE    0) OR (PE    1 AND VM    1)) AND instruction    far return
  THEN;
```

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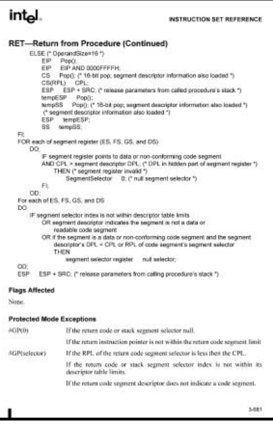

RET—Return from Procedure (Continued)

```
     ELSE (* OperandSize=16 *)
        EIP    Pop();
        EIP    EIP AND 0000FFFFH;
        CS    Pop(); (* 16-bit pop; segment descriptor information also loaded *)
        CS(RPL)    CPL;
        ESP    ESP + SRC; (* release parameters from called procedure's stack *)
        tempESP    Pop();
        tempSS    Pop(); (* 16-bit pop; segment descriptor information also loaded *)
         (* segment descriptor information also loaded *)
        ESP    tempESP;
        SS    tempSS;
  FI;
  FOR each of segment register (ES, FS, GS, and DS)
     DO;
        IF segment register points to data or non-conforming code segment
        AND CPL > segment descriptor DPL; (* DPL in hidden part of segment register *)
           THEN (* segment register invalid *)
              SegmentSelector    0; (* null segment selector *)
        FI;
     OD;
  For each of ES, FS, GS, and DS
  DO
     IF segment selector index is not within descriptor table limits
        OR segment descriptor indicates the segment is not a data or
           readable code segment
        OR if the segment is a data or non-conforming code segment and the segment
           descriptor's DPL < CPL or RPL of code segment's segment selector
           THEN
              segment selector register    null selector;
  OD;
  ESP    ESP + SRC; (* release parameters from calling procedure's stack *)
```

Flags Affected

None.

Protected Mode Exceptions

#GP(0)	If the return code or stack segment selector null.
	If the return instruction pointer is not within the return code segment limit
#GP(selector)	If the RPL of the return code segment selector is less then the CPL.
	If the return code or stack segment selector index is not within its descriptor table limits.
	If the return code segment descriptor does not indicate a code segment.

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```
; File: subroutine.asm
;
; example of subroutines in assembly language.

%define STDOUT 1
%define SYSCALL_EXIT  1
%define SYSCALL_WRITE 4

        SECTION .data                   ; initialized data section

msg1:   db "Hello World", 10, 0         ; C-style \0 term. string

msg2:   db "Good-bye, blue sky", 10, 0


        SECTION .text                   ; Code section.
        global  _start                  ; let loader see entry poin

_start: nop                             ; Entry point.
pstart:                                 ; address for gdb

        mov     eax, msg1               ; print first string
        call    print

        mov     eax, msg2               ; print second string
        call    print


        ; final exit
        ;
pexit:  mov     eax, SYSCALL_EXIT       ; exit function
        mov     ebx, 0                  ; exit code, 0=normal
        int     080h                    ; ask kernel to take over
```

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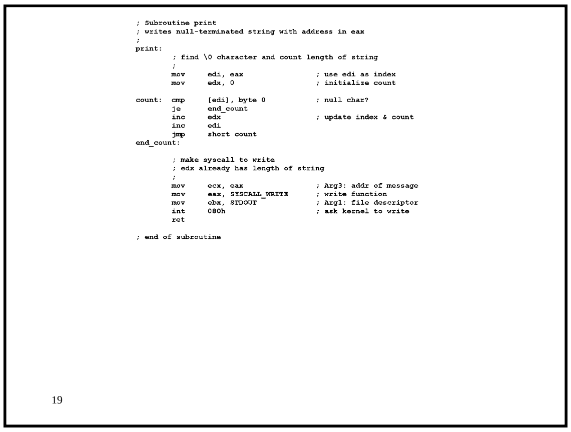

```
; Subroutine print
; writes null-terminated string with address in eax
;
print:
        ; find \0 character and count length of string
        ;
        mov     edi, eax                ; use edi as index
        mov     edx, 0                  ; initialize count

count:  cmp     [edi], byte 0           ; null char?
        je      end_count
        inc     edx                     ; update index & count
        inc     edi
        jmp     short count
end_count:

        ; make syscall to write
        ; edx already has length of string
        ;
        mov     ecx, eax                ; Arg3: addr of message
        mov     eax, SYSCALL_WRITE      ; write function
        mov     ebx, STDOUT             ; Arg1: file descriptor
        int     080h                    ; ask kernel to write
        ret

; end of subroutine
```

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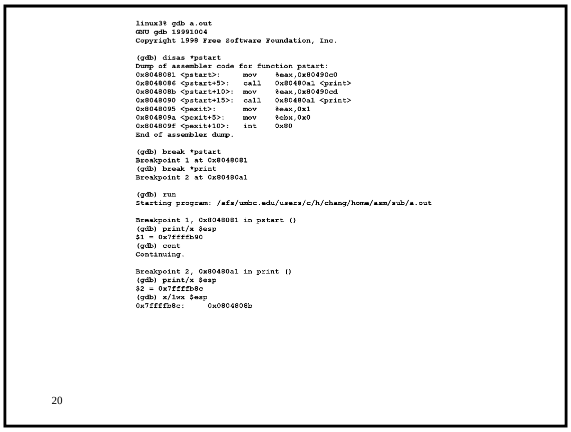

```
linux3% gdb a.out
GNU gdb 19991004
Copyright 1998 Free Software Foundation, Inc.

(gdb) disas *pstart
Dump of assembler code for function pstart:
0x8048081 <pstart>:     mov    %eax,0x80490c0
0x8048086 <pstart+5>:   call   0x80480a1 <print>
0x804808b <pstart+10>:  mov    %eax,0x80490cd
0x8048090 <pstart+15>:  call   0x80480a1 <print>
0x8048095 <pexit>:      mov    %eax,0x1
0x804809a <pexit+5>:    mov    %ebx,0x0
0x804809f <pexit+10>:   int    0x80
End of assembler dump.

(gdb) break *pstart
Breakpoint 1 at 0x8048081
(gdb) break *print
Breakpoint 2 at 0x80480a1

(gdb) run
Starting program: /afs/umbc.edu/users/c/h/chang/home/asm/sub/a.out

Breakpoint 1, 0x8048081 in pstart ()
(gdb) print/x $esp
$1 = 0x7ffffb90
(gdb) cont
Continuing.

Breakpoint 2, 0x80480a1 in print ()
(gdb) print/x $esp
$2 = 0x7ffffb8c
(gdb) x/1wx $esp
0x7ffffb8c:     0x0804808b
```

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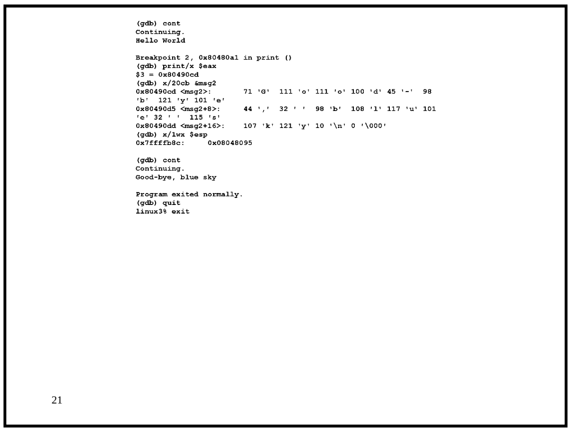

```
(gdb) cont
Continuing.
Hello World

Breakpoint 2, 0x80480a1 in print ()
(gdb) print/x $eax
$3 = 0x80490cd
(gdb) x/20cb &msg2
0x80490cd <msg2>:       71 'G'  111 'o' 111 'o' 100 'd' 45 '-'  98
'b'  121 'y' 101 'e'
0x80490d5 <msg2+8>:     44 ','  32 ' '  98 'b'  108 'l' 117 'u' 101
'e' 32 ' '  115 's'
0x80490dd <msg2+16>:    107 'k' 121 'y' 10 '\n' 0 '\000'
(gdb) x/1wx $esp
0x7ffffb8c:     0x08048095

(gdb) cont
Continuing.
Good-bye, blue sky

Program exited normally.
(gdb) quit
linux3% exit
```

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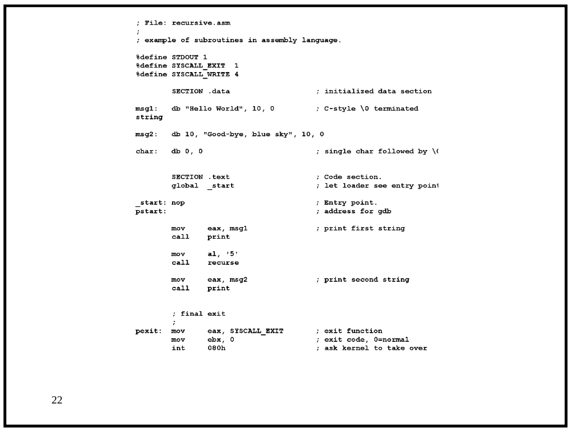

```
; File: recursive.asm
;
; example of subroutines in assembly language.

%define STDOUT 1
%define SYSCALL_EXIT  1
%define SYSCALL_WRITE 4

        SECTION .data                   ; initialized data section

msg1:   db "Hello World", 10, 0         ; C-style \0 terminated
string

msg2:   db 10, "Good-bye, blue sky", 10, 0

char:   db 0, 0                         ; single char followed by \


        SECTION .text                   ; Code section.
        global  _start                  ; let loader see entry poin

_start: nop                             ; Entry point.
pstart:                                 ; address for gdb

        mov     eax, msg1               ; print first string
        call    print

        mov     al, '5'
        call    recurse

        mov     eax, msg2               ; print second string
        call    print


        ; final exit
        ;
pexit:  mov     eax, SYSCALL_EXIT       ; exit function
        mov     ebx, 0                  ; exit code, 0=normal
        int     080h                    ; ask kernel to take over
```

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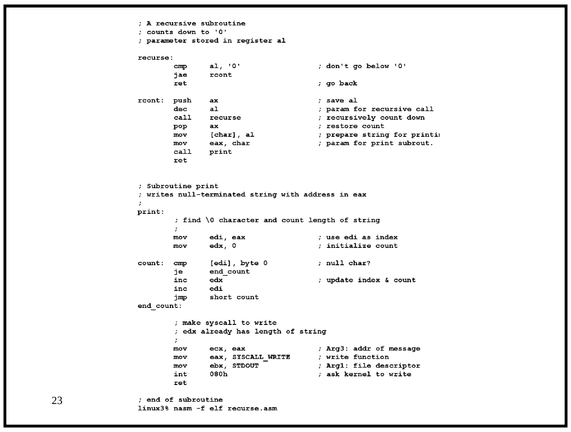

```
; A recursive subroutine
; counts down to '0'
; parameter stored in register al

recurse:
        cmp     al, '0'                 ; don't go below '0'
        jae     rcont
        ret                             ; go back

rcont:  push    ax                      ; save al
        dec     al                      ; param for recursive call
        call    recurse                 ; recursively count down
        pop     ax                      ; restore count
        mov     [char], al              ; prepare string for printi
        mov     eax, char               ; param for print subrout.
        call    print
        ret


; Subroutine print
; writes null-terminated string with address in eax
;
print:
        ; find \0 character and count length of string
        ;
        mov     edi, eax                ; use edi as index
        mov     edx, 0                  ; initialize count

count:  cmp     [edi], byte 0           ; null char?
        je      end_count
        inc     edx                     ; update index & count
        inc     edi
        jmp     short count
end_count:

        ; make syscall to write
        ; edx already has length of string
        ;
        mov     ecx, eax                ; Arg3: addr of message
        mov     eax, SYSCALL_WRITE      ; write function
        mov     ebx, STDOUT             ; Arg1: file descriptor
        int     080h                    ; ask kernel to write
        ret

; end of subroutine
linux3% nasm -f elf recurse.asm
```

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