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int C (int *x1, int x2, int x3, int x4, int x5) {
    int i ;
    i = x2 + x3 + x4 + x5 ;
    *x1 = i ;
}

void B (int a, int *b) {
    int z ;
    *b = C (&z, a+1, a+2, a+3, a+4) ;
}

void A () {
    int x=2, y ;
    B (3 * x, &y) ;
    x = y ;
}

main () { A() ; }

/* ----- */
.file "abc2.c"
.text
.align 2
.global C
.type C,function
C:
    @ args = 4, pretend = 0, frame = 20
    @ frame_needed = 1, uses_anonymous_args = 0
    mov     ip, sp
    stmfd   sp!, {fp, ip, lr, pc}
    sub     fp, ip, #4
    sub     sp, sp, #20
    str     r0, [fp, #-16]
    str     r1, [fp, #-20]
    str     r2, [fp, #-24]
    str     r3, [fp, #-28]
    ldr     r2, [fp, #-20]
    ldr     r3, [fp, #-24]
    add     r2, r2, r3
    ldr     r3, [fp, #-28]
    add     r2, r2, r3
    ldr     r3, [fp, #4]
    add     r3, r2, r3
    str     r3, [fp, #-32]
    ldr     r2, [fp, #-16]
    ldr     r3, [fp, #-32]
    str     r3, [r2, #0]
    mov     r0, r3
    ldmea   fp, {fp, sp, pc}
.Lfe1:
    .size   C,.Lfe1-C
    .align 2
    .global B
    .type   B,function
B:
    @ args = 0, pretend = 0, frame = 12
    @ frame_needed = 1, uses_anonymous_args = 0
    mov     ip, sp
    stmfd   sp!, {fp, ip, lr, pc}
    sub     fp, ip, #4
    sub     sp, sp, #16
    str     r0, [fp, #-16]

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    str     r1, [fp, #-20]
    sub     r2, fp, #24
    ldr     r3, [fp, #-16]
    add     r1, r3, #1
    ldr     r3, [fp, #-16]
    add     ip, r3, #2
    ldr     r3, [fp, #-16]
    add     lr, r3, #3
    ldr     r3, [fp, #-16]
    add     r3, r3, #4
    str     r3, [sp, #0]
    mov     r0, r2
    mov     r2, ip
    mov     r3, lr
    bl      C
    mov     r2, r0
    ldr     r3, [fp, #-20]
    str     r2, [r3, #0]
    ldmea   fp, {fp, sp, pc}
.Lfe2:
    .size   B,.Lfe2-B
    .align 2
    .global A
    .type   A,function
A:
    @ args = 0, pretend = 0, frame = 8
    @ frame_needed = 1, uses_anonymous_args = 0
    mov     ip, sp
    stmfd   sp!, {fp, ip, lr, pc}
    sub     fp, ip, #4
    sub     sp, sp, #8
    mov     r3, #2
    str     r3, [fp, #-16]
    ldr     r2, [fp, #-16]
    mov     r3, r2
    mov     r3, r3, asl #1
    add     r3, r3, r2
    sub     r2, fp, #20
    mov     r0, r3
    mov     r1, r2
    bl      B
    ldr     r3, [fp, #-20]
    str     r3, [fp, #-16]
    ldmea   fp, {fp, sp, pc}
.Lfe3:
    .size   A,.Lfe3-A
    .align 2
    .global main
    .type   main,function
main:
    @ args = 0, pretend = 0, frame = 0
    @ frame_needed = 1, uses_anonymous_args = 0
    mov     ip, sp
    stmfd   sp!, {fp, ip, lr, pc}
    sub     fp, ip, #4
    bl      A
    mov     r0, r3
    ldmea   fp, {fp, sp, pc}
.Lfe4:
    .size   main,.Lfe4-main
    .ident   "GCC: (GNU) 3.1"

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