Full names of all students who worked on this:

Question 1

Convert the following C code fragment to equivalent x86_64 assembly code in two steps:

(1) First, translate the loop to its equivalent C goto version

(2) Next, translate your C goto version to x86_64, assuming that fox is at %rbp - 8, emu is at %rbp - 16, and owl is at %rbp - 24.

You must show both steps (1) and (2), and to receive partial credit annotate your x86_64 code with comments describing which part of the C code you are implementing.

```
long fox, emu, owl;
fox = 12;
emu = 90;
owl = fox - emu;
while (fox < emu) {
    fox *= 2;
    owl += fox;
}
(1) C goto version</pre>
```

Question 2

Trace through the following x86_64 code. Show the contents of the given memory and registers just before the instruction at point A is executed. Assume the addq instruction in main that is immediately after the callq instruction is at memory address 0x1234. Hints:

- remember to start execution in main.
- %rsp points to the item on the top of the stack: a push grows the top of the stack and inserts the pushed value. A pop copies the value on top of the stack, then shrinks the stack.
- The sequence of instructions leaveq; retq is equivalent to the sequence: movq %rbp, %rsp; popq %rbp; popq %rip.

func:			memory address	value at point A
pushq	%rbp			
movq	%rsp, %r	dd	0x8880	
-	\$16, %rs			
	%rdi, %ra		0x8888	
addq	%rax, %ra			
movq	%rax, -8	-	0x8890	
movq	-8(%rbp)			
leaved	1	# point A	0x8898	
retq				
main:	%~h~		0x88a0	
pushq movq	%rbp %rsp, %	rha	0000	
subq	-	-	0x88a8	
movq		-	0x88b0	
-	movq -8(%rbp), %rdi			
callq	_	, , , , , , , , , , , , , , , , , , , ,	0x88b8	
addq	-			
movq	%rax, -	8(%rbp)	0x88c0	
movq	\$0, %ra	x		
leaved			0x88c8	
retq				
	· · · · 1		0x88d0	
noristo	initial r value	value at point A		
register		value at point A	0x88d8	
%rax	2			
	-		0x88e0	
%rdi	3		0.00.0	
			0x88e8	
%rsp	0x88d8		000-50	
			0x88f0	
%rbp	0x88f8		0x88f8	
			010010	