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**Quiz 4**  
**CSE 131**  
**Spring 2010**

Name \_\_\_\_\_

Signature \_\_\_\_\_

Student ID \_\_\_\_\_

**1. Project II Code Gen – Phase II.3:**

What is the output of the following Reduced-C program:

```
int a = 2;
int b = 8;
int c;

function : int foo( int & x, int y )
{
    int z;

    y = x + 3;
    x = y + 3;
    z = x + y;

    cout << x << endl;
    cout << y << endl;
    cout << z << endl;

    b = x + 3;

    return a + 2;
}

function : int main( )
{
    c = foo( a, b );

    cout << a << endl;
    cout << b << endl;
    cout << c << endl;

    return 0;
}
```

Output

Fill in the blanks below to simulate the above in C. Basically what is really happening under the code.

```
int a = 2;
int b = 8;
int c;

int
foo( _____ x, _____ y )
{
    int z;

    _____ = _____ + 3;
    _____ = _____ + 3;
    z = _____ + _____;

    printf( "%d\n", _____ );
    printf( "%d\n", _____ );
    printf( "%d\n", z );

    b = _____ + 3;

    return _____;
}
```

```
int
main( )
{
    c = foo( _____, _____ );

    printf( "%d\n", a );
    printf( "%d\n", b );
    printf( "%d\n", c );

    return 0;
}
```

## 2. Assume the following local variable definitions

```
int   intVar;    // Local variable allocated at %fp - 4
float floatVar;  // Local variable allocated at %fp - 8
```

From the Project II Code Gen – Phase II.1 Specs, write the SPARC assembly code which should be generated for the following statement using the comments above to help identify where the variable is stored/located.

```
floatVar = intVar + floatVar;
```

```
ld    [____], _____ ! get intVar value to convert to single precision float
_____ %f0, %f0          ! convert to single precision float
_____ %f0, [%fp-12]     ! store result in tmp1

ld    [____], _____ ! get left operand for fp add op
ld    [____], _____ ! get right operand for fp add op
_____ %f0, %f1, %f0     ! perform fp add
_____ %f0, [%fp-16]     ! store result in tmp2

ld    [____], %f0        ! get right operand for assign op
st    %f0, [____]       ! perform assign op
```

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Pick one of the following to answer the questions below related to most calling conventions.

- |                                                         |                                                     |                       |                      |                      |
|---------------------------------------------------------|-----------------------------------------------------|-----------------------|----------------------|----------------------|
| 1) Pre-Call (Caller)                                    | 2) call/jsr                                         | 3) Post-Call (Caller) | 4) Prologue (Callee) | 5) Epilogue (Callee) |
| _____ Retrieves return value from return value location | _____ Saves %pc into the return address location    |                       |                      |                      |
| _____ Stores return value into return value location    | _____ Retrieves saved return address for return/rti |                       |                      |                      |
| _____ Allocates space for local variables               | _____ Performs initialization of local variables    |                       |                      |                      |
| _____ Copies actual arguments into argument space       | _____ Saves registers in callee-save scheme         |                       |                      |                      |

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Given the following variable definitions

```
static int x = 420; // initialized static variable
int y;             // uninitialized global variable
```

write the SPARC assembly code which should be generated to properly allocate space for each along with their initial values and alignment and to ensure proper access/visibility to these variables if another file is linked to this code's object file.

```
.section _____
.align _____
x: _____ 420

.section _____
.align _____
y: _____
_____ y
```