

# CSCI 210 Assn. 3: Multi-argument subroutines

This assignment is due at 4pm, Friday, February 20. Note that there is no paper submission for this assignment; you should submit your solution electronically.

You may work with another student if you like and submit an answer with that student. (Include a comment at the beginning of your submitted file mentioning the names of both students.)

Write a subroutine `max` in the x86 assembly language. The number of arguments sent to the subroutine is variable: The first argument (an integer) says how many more integer arguments there are, and the function should return the maximum among the following arguments. For example, if a program were to call “`max(5, 3, 2, 4, 1, 0)`”, the subroutine would return 4: The 5 indicates how many more arguments there are, and the maximum among these five (3, 2, 4, 1, and 0) is 4.

Running “`getcs 210 4b`” will fetch three files.

`test.c` is for testing your program. It illustrates how your program might be used.

```
#include <stdio.h>

int max(int n, ...);

int main() {
    int i, j, k, m, n;

    printf("Enter five numbers: ");
    scanf("%d%d%d%d%d", &i, &j, &k, &m, &n);
    printf("Max of first three: %d\n", max(3, i, j, k));
    printf("Max of all five: %d\n", max(5, i, j, k, m, n));
    return 0;
}
```

`debug.s` contains two subroutines that are useful for debugging assembly code: `printregs` prints the current register values, and `printstack` prints the top eight 32-bit values on the stack (not including the return address pushed by `call printstack`). Both subroutines take no arguments, and they do not make permanent changes to any registers, including the caller-save registers.

`max.s` is a template into which you will place your code.

```
.globl max
.section .text
max:    pushl %ebp          # entry template
        movl %esp, %ebp

        # your code here

        movl %ebp, %esp    # exit template
        popl %ebp
        ret
```

You can compile and run your program as follows.

```
chomas% gcc *.s *.c
chomas% ./a.out
```

You can submit your solution with the command “`handin cs 210 4b`”. Your assembly code should be commented appropriately.