3.1 Stack Frame Practice

```
int putChar(int c){
```

Draw the stack frame of this function below

Write the instructions needed to call this function in assembly. Pass the value in AX as `int c`

Write the prologue of this function and get the variable `int c` into AX

```
int printString(char *s){
    int i = 0;
```

Draw the stack frame of this function below

Write the instructions needed to call this function in assembly. Pass the value in AX as `char *s`

Write the prologue of this function and get the variable `char *s` into SI. Initialize `i` to 0.

```
int drawDot(int x, int y);
```

Draw the stack frame of this function below

Write the instructions needed to call this function in assembly. Pass `x = 10`, `y = 10`

Write the prologue of this function and get the variable `int y` into AX and `int x` into BX.

```
int drawRect(int x0, int y0, int w, int h);
     int currX, currY;
```

Draw the stack frame of this function below

Write the instructions needed to call this function in assembly. Pass x0 = 10, y0 = 10, w = 20, h = 10

Write the prologue of this function and get the variable int x0 into AX and int y0 into BX. Initialize currX and currY to x0 and y0 respectively.

```
int plotLine(int x0, int y0, int x1, int y1){
     int dx = x1 - x0;
     int dy = y1 - y0;
     int D = 2 * dy - dx;
```

Draw the stack frame of this function below

Write the instructions needed to call this function in assembly. Pass x0 = 10, y0 = 10, x1 = 20, y1 = 30

Write the prologue of this function and get the variable int x0 into AX and int y0 into BX.