

LẬP TRÌNH ASSEMBLY

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Giới thiệu lập trình assembly

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- Hợp ngữ (assembly language) và kiến trúc máy tính
- CISC (complex instruction set computer): x86
- RISC (reduced instruction set computer): ARM, MIPS
- Lập trình cho kiến trúc x86
- Microsoft Assembler (MASM)
- Borland Turbo Assembler (TASM)
- The GNU assembler (GAS)
- The Netwide Assembler (**NASM**)

Chương trình assembly

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- Chương trình có 3 phần: data, bss, text
- data: khai báo dữ liệu khởi tạo, hằng
section .data
- bss: khai báo biến
section .bss
- text: bắt đầu chương trình, khai báo biến toàn cục
_start để kernel biết đầu chương trình
section .text

hello.asm

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```
section .text
    global _start      ;must be declared for linker (ld)

_start:               ;tells linker entry point
    mov     edx,len    ;message length
    mov     ecx,msg    ;message to write
    mov     ebx,1      ;file descriptor (stdout)
    mov     eax,4       ;system call number (sys_write)
    int     0x80        ;call kernel

    mov     eax,1       ;system call number (sys_exit)
    int     0x80        ;call kernel

section .data
msg db 'Hello, world!', 0xa ;string to be printed
len equ $ - msg           ;length of the string
```

Hợp dịch, liên kết

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- Hợp dịch tập tin .asm => .o

nasm -f elf32 hello.asm

(-f elf64)

Nếu không có lỗi => hello.o

- Liên kết

ld -m elf_i386 -s -o hello hello.o

(-m elf_x86_64)

- Thực thi

./hello

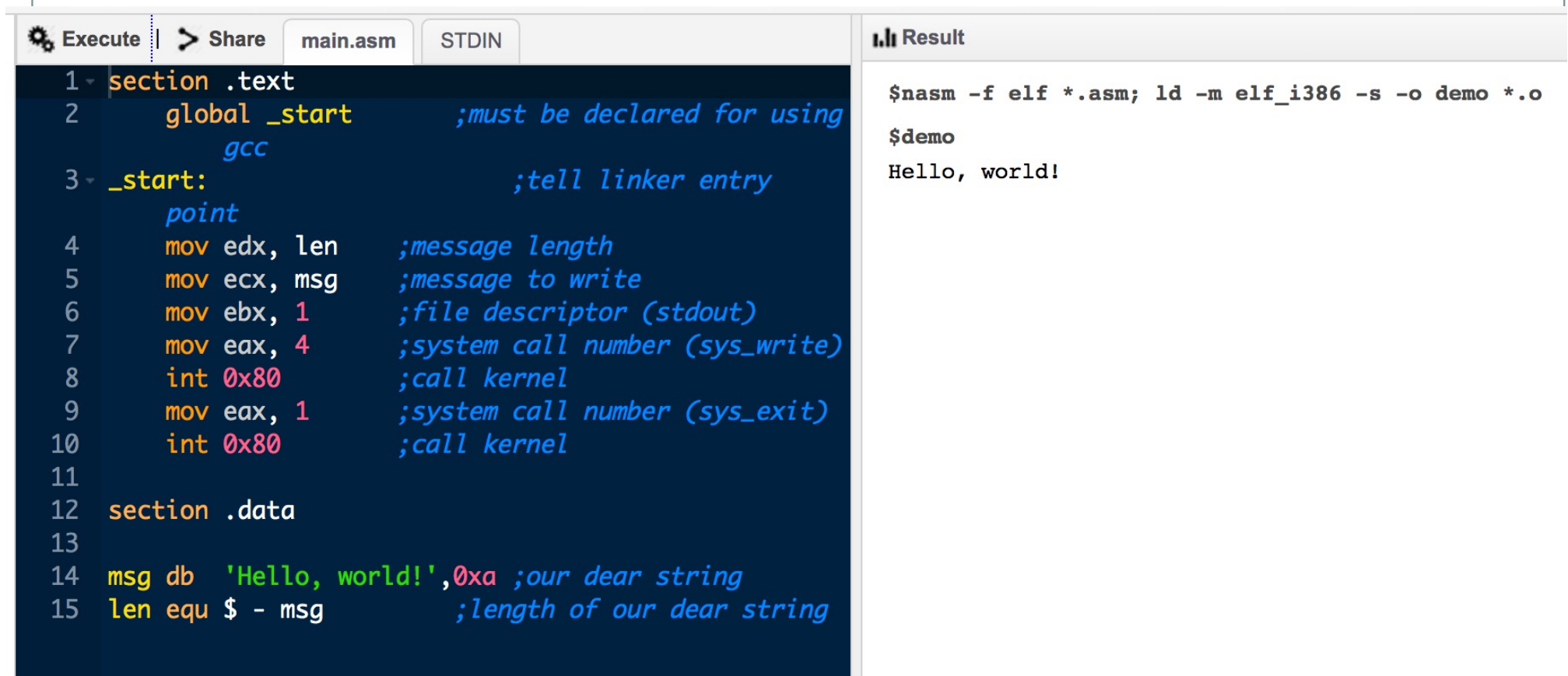
Hello, world!

Hợp dịch, liên kết

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- Lập trình online

https://www.tutorialspoint.com/compile_assembly_online.php



The screenshot shows an online assembly compiler interface. On the left, there's a code editor with a dark blue background and syntax-highlighted assembly code. The code defines a text section, sets up registers for a system call to write to stdout, and defines a data section with a string 'Hello, world!'. On the right, there's a 'Result' panel showing the compilation command and the output 'Hello, world!'.

```
Execute | > Share | main.asm | STDIN
```

```
1 section .text
2     global _start      ;must be declared for using
                        gcc
3 _start:                ;tell linker entry
                        point
4     mov edx, len        ;message length
5     mov ecx, msg        ;message to write
6     mov ebx, 1          ;file descriptor (stdout)
7     mov eax, 4          ;system call number (sys_write)
8     int 0x80            ;call kernel
9     mov eax, 1          ;system call number (sys_exit)
10    int 0x80            ;call kernel
11
12 section .data
13
14 msg db 'Hello, world!',0xa ;our dear string
15 len equ $ - msg        ;length of our dear string
```

```
Result
$ nasm -f elf *.asm; ld -m elf_i386 -s -o demo *.o
$ demo
Hello, world!
```

Bộ nhớ

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high memory

stack

•

•

•

heap

BSS – uninitialized data

data

text (code)

low memory

reserved

Các phân đoạn

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- Có thể thay thế section bằng các segment
- data segment: section `.data` và section `.bss`
- code segment: section `.text`
- stack: chứa dữ liệu truyền cho hàm, thủ tục

Lập trình assembly

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```
segment .text          ;code segment
    global _start      ;must be declared for linker

_start:                ;tell linker entry point
    mov edx,len        ;message length
    mov ecx,msg        ;message to write
    mov ebx,1          ;file descriptor (stdout)
    mov eax,4          ;system call number (sys_write)
    int 0x80           ;call kernel

    mov eax,1          ;system call number (sys_exit)
    int 0x80           ;call kernel

segment .data          ;data segment
msg     db 'Hello, world!',0xa ;our dear string
len     equ $ - msg        ;length of our dear string
```

Các thanh ghi

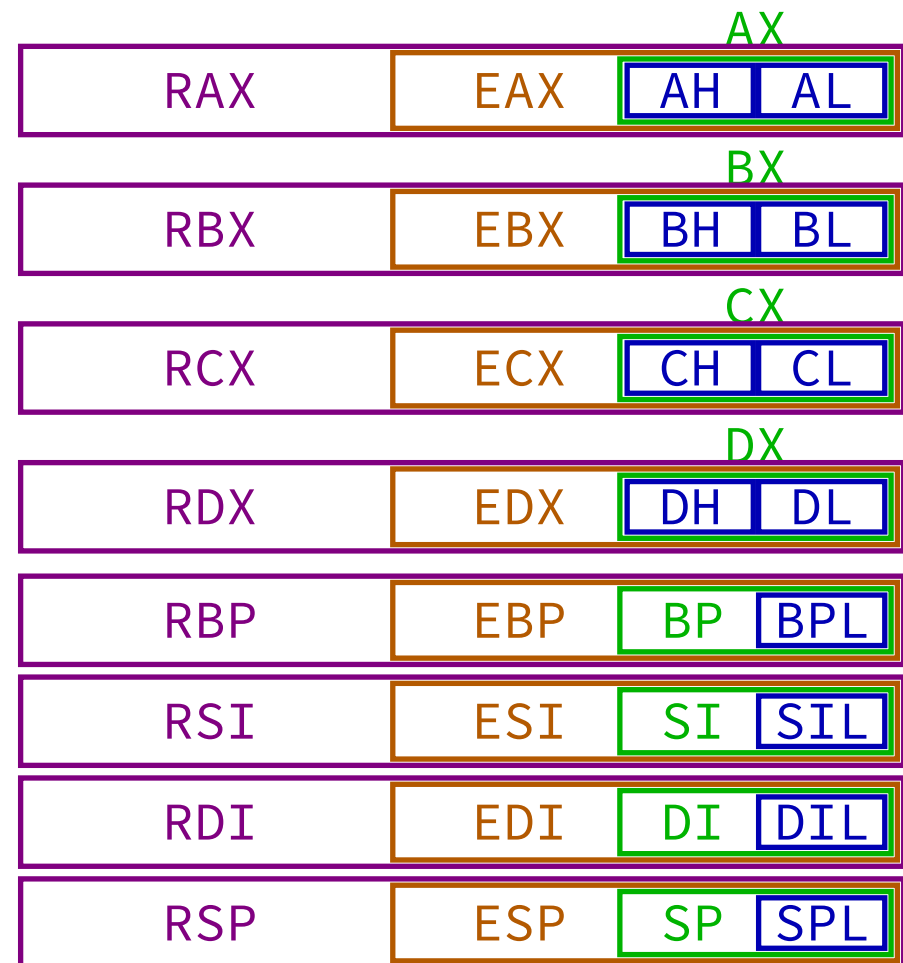
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- Thanh ghi tổng quát
 - Dữ liệu - 16 bits: AX, BX, CX, DX; 32 bits: EAX, EBX, ECX, EDX; 64 bits: RAX, RBX, RCX, RDX
 - 16 bits => 32 bits (**Extended**) => 64 bits (**Register**)
 - Con trỏ - lệnh: IP, EIP, RIP; ngăn xếp: SP, ESP, RSP; nền: BP, EBP, RBP
 - Chỉ mục - nguồn: SI, ESI, RSI; đích: DI, EDI, RDI
- Thanh ghi điều khiển: Overflow Flag (OF), Zero Flag (ZF), Sign Flag (SF), Carry Flag (CF), Parity Flag (PF), Direction Flag (DF), Interrupt Flag (IF), Trap Flag (TF),
- Thanh ghi đoạn: Code Segment (CS), Data segment (DS), Stack Segment (SS)

Các thanh ghi

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- 16 bits: AX, BX, CX, DX, BP, SI, DI, SP
- 32 bits: EAX, EBX, ECX, EDX, EBP, ESI, EDI, ESP
- 64 bits: RAX, RBX, RCX, RDX, RBP, RSI, RDI, RSP



Các thanh ghi

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```
section .text
    global _start      ;must be declared for linker (gcc)

_start:                ;tell linker entry point
    mov     edx,len    ;message length
    mov     ecx,msg    ;message to write
    mov     ebx,1      ;file descriptor (stdout)
    mov     eax,4      ;system call number (sys_write)
    int     0x80       ;call kernel

    mov     edx,9      ;message length
    mov     ecx,s2     ;message to write
    mov     ebx,1      ;file descriptor (stdout)
    mov     eax,4      ;system call number (sys_write)
    int     0x80       ;call kernel

    mov     eax,1      ;system call number (sys_exit)
    int     0x80       ;call kernel

section .data
msg db 'Displaying 9 stars',0xa ;a message
len equ $ - msg ;length of message
s2 times 9 db '*'
```

Lời gọi hệ thống Linux

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- Thực hiện lời gọi hệ thống
 - Đặt số hiệu lời gọi vào EAX
 - Tham số cho lời gọi trong EBX, ECX, etc
 - Gọi ngắt 80h
 - Kết quả trả về trong EAX

%eax	Name	%ebx	%ecx	%edx	%esx	%edi
1	sys_exit	int	-	-	-	-
2	sys_fork	struct pt_regs	-	-	-	-
3	sys_read	unsigned int	char *	size_t	-	-
4	sys_write	unsigned int	const char *	size_t	-	-
5	sys_open	const char *	int	int	-	-
6	sys_close	unsigned int	-	-	-	-

Lời gọi hệ thống Linux: ví dụ

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Thoát khỏi hệ thống

```
mov     eax,1           ; system call number (sys_exit)
int    0x80            ; call kernel
```

Ghi chuỗi msg (dài 4) ra màn hình

```
mov     edx,4           ; message length
mov     ecx,msg         ; message to write
mov     ebx,1           ; file descriptor (stdout)
mov     eax,4           ; system call number (sys_write)
int    0x80            ; call kernel
```

Lời gọi hệ thống Linux: ví dụ

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```
section .data                                ;Data segment
    userMsg db 'Please enter a number: '      ;Ask the user to enter a number
    lenUserMsg equ $-userMsg                 ;The length of the message
    dispMsg db 'You have entered: '
    lenDispMsg equ $-dispMsg

section .bss                                ;Uninitialized data
    num resb 5

section .text                                ;Code Segment
    global _start

_start:                                      ;User prompt
    mov eax, 4
    mov ebx, 1
    mov ecx, userMsg
    mov edx, lenUserMsg
    int 80h

    ;Read and store the user input
    mov eax, 3
    mov ebx, 0
    mov ecx, num
    mov edx, 5                             ;5 bytes (numeric, 1 for sign) of that information
    int 80h
```

Lời gọi hệ thống Linux: ví dụ

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```
;Output the message 'The entered number is: '
```

```
mov eax, 4
```

```
mov ebx, 1
```

```
mov ecx, dispMsg
```

```
mov edx, lenDispMsg
```

```
int 80h
```

```
;Output the number entered
```

```
mov eax, 4
```

```
mov ebx, 1
```

```
mov ecx, num
```

```
mov edx, 5
```

```
int 80h
```

```
; Exit code
```

```
mov eax, 1
```

```
mov ebx, 0
```

```
int 80h
```


Mode địa chỉ

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- Các mode địa chỉ
 - Địa chỉ thanh ghi

```
MOV DX, TAX_RATE      ; Register in first operand
MOV COUNT, CX          ; Register in second operand
MOV EAX, EBX           ; Both the operands are in registers
```

- Địa chỉ tức thời

```
BYTE_VALUE DB 150      ; A byte value is defined
WORD_VALUE DW 300       ; A word value is defined
ADD BYTE_VALUE, 65      ; An immediate operand 65 is added
```

Mode địa chỉ

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- Các mode địa chỉ
 - Địa chỉ bộ nhớ

```
MY_TABLE TIMES 10 DW 0 ; Allocates 10 words (2 bytes) each initialized to 0
MOV EBX, [MY_TABLE]    ; Effective Address of MY_TABLE in EBX
MOV [EBX], 110          ; MY_TABLE[0] = 110
ADD EBX, 2              ; EBX = EBX + 2
MOV [EBX], 123          ; MY_TABLE[1] = 123
```

Lệnh mov

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- Cú pháp: `mov dest, src`

`MOV register, register`

`MOV register, immediate`

`MOV memory, immediate`

`MOV register, memory`

`MOV memory, register`

Type Specifier	Bytes addressed
BYTE	1
WORD	2
DWORD	4
QWORD	8
TBYTE	10

Lệnh mov: ví dụ

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```
section .text
    global _start      ;must be declared for linker (ld)
    _start:            ;tell linker entry point

    ;writing the name 'Zara Ali'
    mov     edx,9       ;message length
    mov     ecx, name   ;message to write
    mov     ebx,1       ;file descriptor (stdout)
    mov     eax,4       ;system call number (sys_write)
    int     0x80        ;call kernel

    mov     [name], dword 'Nuha' ; Changed the name to Nuha Ali

    ;writing the name 'Nuha Ali'
    mov     edx,8       ;message length
    mov     ecx,name    ;message to write
    mov     ebx,1       ;file descriptor (stdout)
    mov     eax,4       ;system call number (sys_write)
    int     0x80        ;call kernel

    mov     eax,1       ;system call number (sys_exit)
    int     0x80        ;call kernel
```

```
section .data
name db 'Zara Ali '
```

Biến

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- **Cú pháp:** `[var-name] def-directive init-value [,init-value]...`

Directive	Purpose	Storage Space
DB	Define Byte	allocates 1 byte
DW	Define Word	allocates 2 bytes
DD	Define Doubleword	allocates 4 bytes
DQ	Define Quadword	allocates 8 bytes
DT	Define Ten Bytes	allocates 10 bytes

choice	DB	'y'
number	DW	12345
neg_number	DW	-12345
big_number	DQ	123456789
real_number1	DD	1.234
real_number2	DQ	123.456

Biến: ví dụ

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- **Cú pháp:** `[var-name] def-directive init-value [,init-value]...`

```
section .text
    global _start                ;must be declared for linker (gcc)

_start:                          ;tell linker entry point
    mov     edx,1                ;message length
    mov     ecx,choice           ;message to write
    mov     ebx,1                ;file descriptor (stdout)
    mov     eax,4                ;system call number (sys_write)
    int     0x80                 ;call kernel

    mov     eax,1                ;system call number (sys_exit)
    int     0x80                 ;call kernel

section .data
choice DB 'y'
```

Biến

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- **Cú pháp:** [var-name] def-directive init-value [,init-value]...

Directive	Purpose
RESB	Reserve a Byte
RESW	Reserve a Word
RESD	Reserve a Doubleword
RESQ	Reserve a Quadword
REST	Reserve a Ten Bytes

Biến: ví dụ

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- **Cú pháp:** `[var-name] def-directive init-value [,init-value]...`

```
section .text
    global _start           ;must be declared for linker (ld)

_start:                    ;tell linker entry point
    mov     edx,9           ;message length
    mov     ecx, stars      ;message to write
    mov     ebx,1           ;file descriptor (stdout)
    mov     eax,4           ;system call number (sys_write)
    int     0x80            ;call kernel

    mov     eax,1           ;system call number (sys_exit)
    int     0x80            ;call kernel

section .data
stars     times 9 db  '*'
```


Hằng

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- **Cú pháp:** `[const-name] equ express`

```
LENGTH equ 20
```

```
WIDTH  equ 10
```

```
AREA   equ length * width
```

```
TOTAL_STUDENTS equ 50
```

```
mov    ecx, TOTAL_STUDENTS
```

```
cmp    eax, TOTAL_STUDENTS
```

Tính toán số học

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- Các phép toán số học

inc dest

dec dest

add/sub dest, src

; dest = dest add/sub src

; Register to register

; Memory to register

; Register to memory

; Register to constant data

; Memory to constant data

MUL/IMUL multiplier

DIV/IDIV divisor

Tính toán số học: ví dụ

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```
section .text
global _start      ;must be declared for using gcc

_start:            ;tell linker entry point

    mov     eax, '3'
    sub     eax, '0'

    mov     ebx, '4'
    sub     ebx, '0'
    add     eax, ebx
    add     eax, '0'

    mov     [sum], eax
    mov     ecx, msg
    mov     edx, len
    mov     ebx, 1   ;file descriptor (stdout)
    mov     eax, 4   ;system call number (sys_write)
    int     0x80     ;call kernel
```

Tính toán số học: ví dụ

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```
mov    ecx, sum
mov    edx, 1
mov    ebx, 1    ;file descriptor (stdout)
mov    eax, 4    ;system call number (sys_write)
int    0x80      ;call kernel

mov    eax, 1    ;system call number (sys_exit)
int    0x80      ;call kernel
```

```
section .data
msg db "The sum is:", 0xA, 0xD
len equ $ - msg
segment .bss
sum resb 1
```

Tính toán số học

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- Các phép toán số học

MUL/IMUL multiplier

$$\boxed{\text{AL}} \times \boxed{\text{8 Bit Source}} = \boxed{\text{AH}} \boxed{\text{AL}}$$

$$\boxed{\text{AX}} \times \boxed{\text{16 Bit Source}} = \boxed{\text{DX}} \boxed{\text{AX}}$$

$$\boxed{\text{EAX}} \times \boxed{\text{32 Bit Source}} = \boxed{\text{EDX}} \boxed{\text{EAX}}$$

Tính toán số học: ví dụ

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```
section .text
    global _start      ;must be declared for using gcc

_start:                ;tell linker entry point

    mov     al,'3'
    sub     al,'0'

    mov     bl,'2'
    sub     bl,'0'
    mul     bl
    add     al,'0'

    mov     [res],al
    mov     ecx,msg
    mov     edx,len
    mov     ebx,1      ;file descriptor (stdout)
    mov     eax,4      ;system call number (sys_write)
    int     0x80       ;call kernel
```

Tính toán số học: ví dụ

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```
mov    ecx,res
mov    edx,1
mov    ebx,1    ;file descriptor (stdout)
mov    eax,4    ;system call number (sys_write)
int    0x80     ;call kernel

mov    eax,1    ;system call number (sys_exit)
int    0x80     ;call kernel

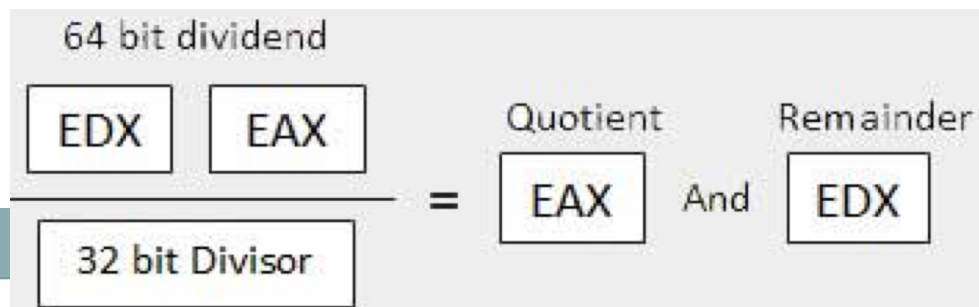
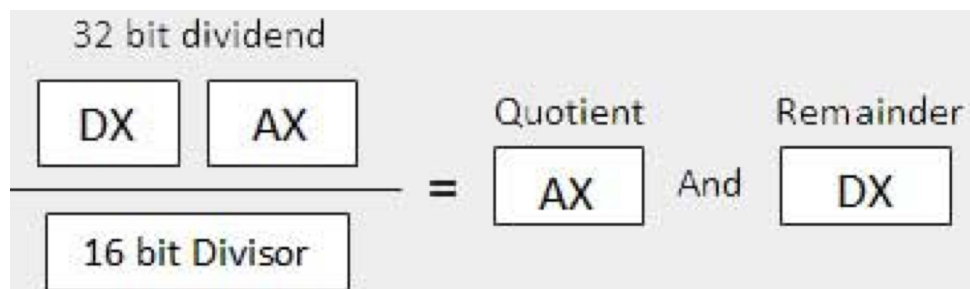
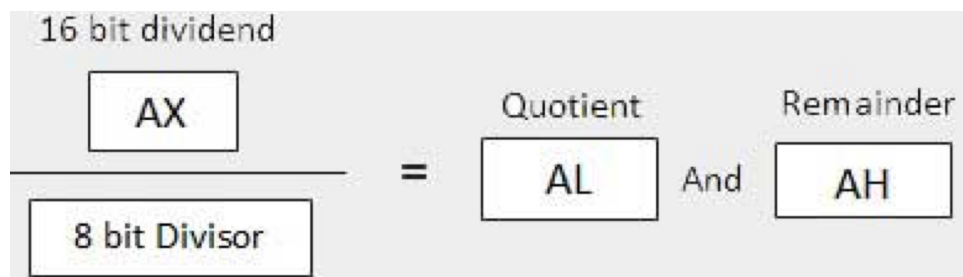
section .data
msg db "The result is:", 0xA,0xD
len equ $- msg
segment .bss
res resb 1
```

Tính toán số học

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- Các phép toán số học

DIV/IDIV divisor



Tính toán số học: ví dụ

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```
section .text
global _start    ;must be declared for using gcc

_start:          ;tell linker entry point

    mov     ax, '8'
    sub     ax, '0'

    mov     bl, '2'
    sub     bl, '0'
    div     bl
    add     ax, '0'

    mov     [res],ax
    mov     ecx,msg
    mov     edx,len
    mov     ebx,1    ;file descriptor (stdout)
    mov     eax,4    ;system call number (sys_write)
    int     0x80     ;call kernel
```

Tính toán số học: ví dụ

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```
mov    ecx,res
mov    edx,1
mov    ebx,1    ;file descriptor (stdout)
mov    eax,4    ;system call number (sys_write)
int    0x80     ;call kernel
```

```
mov    eax,1    ;system call number (sys_exit)
int    0x80     ;call kernel
```

```
section .data
msg db "The result is:", 0xA,0xD
len equ $- msg
segment .bss
res resb 1
```

Phép toán luận lý

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- Các phép toán luận lý

Instruction	Format
AND	AND operand1, operand2
OR	OR operand1, operand2
XOR	XOR operand1, operand2
TEST	TEST operand1, operand2
NOT	NOT operand1

Phép toán luận lý: ví dụ

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```
section .text
    global _start                ;must be declared for using gcc

_start:                          ;tell linker entry point
    mov     ax, 8h               ;getting 8 in the ax
    and     ax, 1                 ;and ax with 1
    jz      evnn
    mov     eax, 4                ;system call number (sys_write)
    mov     ebx, 1                ;file descriptor (stdout)
    mov     ecx, odd_msg          ;message to write
    mov     edx, len2             ;length of message
    int     0x80                 ;call kernel
    jmp     outprog
```

Phép toán luận lý: ví dụ

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evnn:

```
mov    ah, 09h
mov    eax, 4          ;system call number (sys_write)
mov    ebx, 1          ;file descriptor (stdout)
mov    ecx, even_msg   ;message to write
mov    edx, len1       ;length of message
int    0x80            ;call kernel
```

outprog:

```
mov    eax, 1          ;system call number (sys_exit)
int    0x80            ;call kernel
```

section .data

even_msg db 'Even Number!' ;message showing even number

len1 equ \$ - even_msg

odd_msg db 'Odd Number!' ;message showing odd number

len2 equ \$ - odd_msg

Điều kiện

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- Các lệnh:

`jmp label`

`j<cond> label`

`cmp dest, src`

Instruction	Description	Flags tested
JE/JZ	Jump Equal or Jump Zero	ZF
JNE/JNZ	Jump not Equal or Jump Not Zero	ZF
JG/JNLE	Jump Greater or Jump Not Less/Equal	OF, SF, ZF
JGE/JNL	Jump Greater/Equal or Jump Not Less	OF, SF
JL/JNGE	Jump Less or Jump Not Greater/Equal	OF, SF
JLE/JNG	Jump Less/Equal or Jump Not Greater	OF, SF, ZF

Điều kiện

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- Các lệnh:

jmp label

j<cond> label

cmp dest, src

Instruction	Description	Flags tested
JE/JZ	Jump Equal or Jump Zero	ZF
JNE/JNZ	Jump not Equal or Jump Not Zero	ZF
JA/JNBE	Jump Above or Jump Not Below/Equal	CF, ZF
JAE/JNB	Jump Above/Equal or Jump Not Below	CF
JB/JNAE	Jump Below or Jump Not Above/Equal	CF
JBE/JNA	Jump Below/Equal or Jump Not Above	AF, CF

Điều kiện

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- Các lệnh:

`jmp label`

`j<cond> label`

`cmp dest, src`

Instruction	Description	Flags tested
JXCZ	Jump if CX is Zero	none
JC	Jump If Carry	CF
JNC	Jump If No Carry	CF
JO	Jump If Overflow	OF
JNO	Jump If No Overflow	OF
JP/JPE	Jump Parity or Jump Parity Even	PF
JNP/JPO	Jump No Parity or Jump Parity Odd	PF
JS	Jump Sign (negative value)	SF
JNS	Jump No Sign (positive value)	SF

Điều kiện: ví dụ

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```
section .text
    global _start                ;must be declared for using gcc

_start:                          ;tell linker entry point
    mov     ecx, [num1]
    cmp     ecx, [num2]
    jg      check_third_num
    mov     ecx, [num2]

    check_third_num:

    cmp     ecx, [num3]
    jg      _exit
    mov     ecx, [num3]

    _exit:

    mov     [largest], ecx
    mov     ecx, msg
    mov     edx, len
    mov     ebx, 1                ;file descriptor (stdout)
    mov     eax, 4                ;system call number (sys_write)
    int     0x80                 ;call kernel
```

Điều kiện: ví dụ

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```
mov    ecx, largest
mov    edx, 2
mov    ebx, 1    ;file descriptor (stdout)
mov    eax, 4    ;system call number (sys_write)
int    0x80      ;call kernel
```

```
mov    eax, 1
int    80h
```

```
section .data
```

```
msg    db "The largest digit is: ", 0xA, 0xD
len    equ $- msg
num1    dd '47'
num2    dd '22'
num3    dd '31'
```

```
segment .bss
largest    resb 2
```

Vòng lặp

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```
MOV      CL, 10
```

```
L1:
```

```
<LOOP-BODY>
```

```
DEC      CL
```

```
JNZ      L1
```

```
mov ECX, 10
```

```
l1:
```

```
<loop body>
```

```
loop l1
```

Vòng lặp: ví dụ

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```
section .text
    global _start           ;must be declared for using gcc

_start:                    ;tell linker entry point
    mov ecx, 10
    mov eax, '1'

l1:
    mov [num], eax
    mov eax, 4
    mov ebx, 1
    push ecx

    mov ecx, num
    mov edx, 1
    int 0x80
```

Vòng lặp: ví dụ

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```
mov eax, [num]
sub eax, '0'
inc eax
add eax, '0'
pop ecx
loop l1
```

```
mov eax, 1
int 0x80
section .bss
num resb 1
```

```
;system call number (sys_exit)
;call kernel
```

Mảng

46

NUMBERS DW 34, 45, 56, 67, 75, 89

INVENTORY DW 0

DW 0

DW 0

DW 0

DW 0

DW 0

DW 0

DW 0

INVENTORY DW 0, 0, 0, 0, 0, 0, 0, 0

INVENTORY TIMES 8 DW 0

Mảng: ví dụ

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```
section .text
    global _start    ;must be declared for linker (ld)

_start:

    mov     eax,3      ;number bytes to be summed
    mov     ebx,0      ;EBX will store the sum
    mov     ecx, x      ;ECX will point to the current element to be
                        summed

top:    add     ebx, [ecx]

        add     ecx,1      ;move pointer to next element
        dec     eax      ;decrement counter
        jnz     top      ;if counter not 0, then loop again

done:

        add     ebx, '0'
        mov     [sum], ebx ;done, store result in "sum"
```

Mảng: ví dụ

48

display:

```
mov    edx, 1        ;message length
mov    ecx, sum       ;message to write
mov    ebx, 1         ;file descriptor (stdout)
mov    eax, 4         ;system call number (sys_write)
int    0x80           ;call kernel
```

```
mov    eax, 1         ;system call number (sys_exit)
int    0x80           ;call kernel
```

section .data

global x

x:

db 2

db 4

db 3

sum:

db 0

Thủ tục

49

```
proc_name:  
    procedure body  
    . . .  
    ret
```

```
CALL proc_name
```

Thủ tục: ví dụ

50

```
section .text
global _start           ;must be declared for using gcc

_start:                 ;tell linker entry point

    mov     ecx, '4'
    sub     ecx, '0'

    mov     edx, '5'
    sub     edx, '0'

    call    sum           ;call sum procedure
    mov     [res], eax
    mov     ecx, msg
    mov     edx, len
    mov     ebx, 1         ;file descriptor (stdout)
    mov     eax, 4         ;system call number (sys_write)
    int     0x80          ;call kernel

    mov     ecx, res
    mov     edx, 1
    mov     ebx, 1         ;file descriptor (stdout)
    mov     eax, 4         ;system call number (sys_write)
    int     0x80          ;call kernel
```

Thủ tục: ví dụ

51

```
    mov     eax,1                ;system call number (sys_exit)
    int     0x80                ;call kernel

sum:
    mov     eax, ecx
    add     eax, edx
    add     eax, '0'
    ret

section .data
msg db "The sum is:", 0xA,0xD
len equ $- msg

segment .bss
res resb 1
```

Thủ tục: ví dụ

52

```
section .text
    global _start                ;must be declared for using gcc
_start:                          ;tell linker entry point
    call    display
    mov     eax, 1                ;system call number (sys_exit)
    int     0x80                 ;call kernel
display:
    mov     ecx, 256
next:
    push    ecx
    mov     eax, 4
    mov     ebx, 1
    mov     ecx, achar
    mov     edx, 1
    int     80h

    pop     ecx
    mov     dx, [achar]
    cmp     byte [achar], 0dh
    inc     byte [achar]
    loop    next
    ret
```

```
section .data
achar db '0'
```

Thủ tục: ví dụ

53

```
section .text
    global _start                ;must be declared for using gcc

_start:                          ;tell linker entry point

    mov bx, 3                    ;for calculating factorial 3
    call proc_fact
    add ax, 30h
    mov [fact], ax

    mov     edx,len              ;message length
    mov     ecx,msg              ;message to write
    mov     ebx,1                ;file descriptor (stdout)
    mov     eax,4                ;system call number (sys_write)
    int     0x80                 ;call kernel

    mov     edx,1                ;message length
    mov     ecx,fact              ;message to write
    mov     ebx,1                ;file descriptor (stdout)
    mov     eax,4                ;system call number (sys_write)
    int     0x80                 ;call kernel
```

Thủ tục: ví dụ

54

```
mov    eax,1           ;system call number (sys_exit)
int     0x80           ;call kernel
```

proc_fact:

```
cmp     bl, 1
jg      do_calculation
mov     ax, 1
ret
```

do_calculation:

```
dec     bl
call    proc_fact
inc     bl
mul     bl              ;ax = al * bl
ret
```

section .data

msg db 'Factorial 3 is:',0xa

len equ \$ - msg

section .bss

fact resb 1

Macro

55

```
%macro macro_name  number_of_params  
<macro body>  
%endmacro
```

Macro: ví dụ

56

```
; A macro with two parameters
; Implements the write system call
%macro write_string 2
    mov     eax, 4
    mov     ebx, 1
    mov     ecx, %1
    mov     edx, %2
    int     80h
%endmacro
section .text
    global _start                ;must be declared for using gcc
_start:                          ;tell linker entry point
    write_string msg1, len1
    write_string msg2, len2
    write_string msg3, len3
    mov     eax, 1                ;system call number (sys_exit)
    int     0x80                 ;call kernel
section .data
msg1 db 'Hello, programmers!', 0xA, 0xD
len1 equ $ - msg1
msg2 db 'Welcome to the world of,', 0xA, 0xD
len2 equ $ - msg2
msg3 db 'Linux assembly programming! '
len3 equ $ - msg3
```


Quản lý tập tin

57

- 3 tập tin thiết bị số hiệu 0, 1, 2:
- Tập tin: thẻ file, con trỏ file

Standard input (stdin),
Standard output (stdout), and
Standard error (stderr).

%eax	Name	%ebx	%ecx	%edx
2	sys_fork	struct pt_regs	-	-
3	sys_read	unsigned int	char *	size_t
4	sys_write	unsigned int	const char *	size_t
5	sys_open	const char *	int	int
6	sys_close	unsigned int	-	-
8	sys_creat	const char *	int	-
19	sys_lseek	unsigned int	off_t	unsigned int

Quản lý tập tin

58

- Tạo và mở tập tin

- system call `sys_creat()` number 8 => EAX
- filename => EBX
- file permissions => ECX
- file descriptor/error <= EAX

- Mở tập tin có sẵn

- `sys_open()` number 5 => EAX
- filename => EBX register
- access mode (read-only:0, write-only:1, read-write:2) => ECX
- file permissions => EDX
- file descriptor/error <= EAX

Quản lý tập tin

59

- **Đọc tập tin**

- system call `sys_read()` number 3 => EAX
- file descriptor => EBX
- pointer to the input buffer => ECX
- buffer size, i.e., the number of bytes to read => EDX
- number of bytes read/error <= EAX

- **Ghi tập tin**

- system call `sys_write()` number 4 => EAX
- file descriptor => EBX
- pointer to the output buffer => ECX
- buffer size, i.e., the number of bytes to write => EDX
- actual number of bytes written/error <= EAX

Quản lý tập tin

60

- **Đóng tập tin**

- system call `sys_close()` number 6 => EAX
- file descriptor => EBX
- error <= EAX

- **Cập nhật tập tin**

- system call `sys_lseek()` number 19 => EAX
- file descriptor => EBX
- offset value => ECX
- reference position for the offset (0: beginning of file, 1: current position, 2: End of file) => EDX

Quản lý tập tin: ví dụ

61

```
section .text
    global _start                ;must be declared for using gcc

_start:                          ;tell linker entry point
    ;create the file
    mov     eax, 8
    mov     ebx, file_name
    mov     ecx, 0777            ;read, write and execute by all
    int     0x80                 ;call kernel

    mov     [fd_out], eax

    ; write into the file
    mov     edx, len             ;number of bytes
    mov     ecx, msg             ;message to write
    mov     ebx, [fd_out]        ;file descriptor
    mov     eax, 4               ;system call number (sys_write)
    int     0x80                 ;call kernel

    ; close the file
    mov     eax, 6
    mov     ebx, [fd_out]
```

Quản lý tập tin: ví dụ

62

```
; write the message indicating end of file write
mov eax, 4
mov ebx, 1
mov ecx, msg_done
mov edx, len_done
int 0x80

;open the file for reading
mov eax, 5
mov ebx, file_name
mov ecx, 0                ;for read only access
mov edx, 0777             ;read, write and execute by all
int 0x80

mov [fd_in], eax

;read from file
mov eax, 3
mov ebx, [fd_in]
mov ecx, info
mov edx, 26
int 0x80
```

Quản lý tập tin: ví dụ

63

```
; close the file
mov eax, 6
mov ebx, [fd_in]
int 0x80
; print the info
mov eax, 4
mov ebx, 1
mov ecx, info
mov edx, 26
int 0x80
mov eax, 1 ;system call number (sys_exit)
int 0x80 ;call kernel
section .data
file_name db 'myfile.txt'
msg db 'Welcome to Tutorials Point'
len equ $-msg
msg_done db 'Written to file', 0xA, 0xD
len_done equ $-msg_done
```

Quản lý tập tin: ví dụ

64

```
section .bss
fd_out resb 1
fd_in  resb 1
info resb 26
```