

```
01     #include <stdio.h>
02
03
04     float test(float p1, int p2)
05     {
06         float pom;
07         pom = p1 + p2;
08         return pom;
09     }
10
11     int main(int x, char *cc[])
12     {
13         int i,j=1,k=2;
14         float a,b=1,c=2;
15
16         a = test (x,c);
17         i = test (x,k);
18
19         return a+i;
20     }
```

```

1: #include <stdio.h>
2:
3:
4: float test(float p1, int p2)
5: {

```

```

00DE13E0 55          push    ebp
00DE13E1 8B EC       mov     ebp,esp
00DE13E3 81 EC CC 00 00 00 sub    esp,0CCCh
00DE13E9 53          push    ebx
00DE13EA 56          push    esi
00DE13EB 57          push    edi
00DE13EC 8D BD 34 FF FF FF lea    edi,[ebp-0CCCh]
00DE13F2 B9 33 00 00 00 mov    ecx,33h
00DE13F7 B8 CC CC CC CC mov    eax,0CCCCCCCCh
00DE13FC F3 AB       rep stos dword ptr
es:[edi]

```

```

6: float pom;
7: pom = p1 + p2;

```

```

00DE13FE DB 45 0C    fild   dword ptr [p2]
00DE1401 D8 45 08    fadd   dword ptr [p1]
00DE1404 D9 5D F8    fstp   dword ptr [pom]

```

```

8: return pom;

```

```

00DE1407 D9 45 F8    fld    dword ptr [pom]

```

```

9: }

```

```

00DE140A 5F          pop     edi
00DE140B 5E          pop     esi
00DE140C 5B          pop     ebx
00DE140D 8B E5       mov    esp,ebp
00DE140F 5D          pop     ebp
00DE1410 5B          mov    ebx,esp

```

```

10:
11: int main(int x, char *cc[])
12: {

```

```

00DE1420 55          push    ebp
00DE1421 8B EC       mov    ebp,esp
00DE1423 81 EC 08 01 00 00 sub    esp,108h
00DE1429 53          push    ebx
00DE142A 56          push    esi
00DE142B 57          push    edi
00DE142C 8D BD F8 FE FF FF lea    edi,[ebp-108h]
00DE1432 B9 42 00 00 00 mov    ecx,42h
00DE1437 B8 CC CC CC CC mov    eax,0CCCCCCCCh
00DE143C F3 AB       rep stos dword ptr
es:[edi]

```

```

1: #include <stdio.h>
2:
3:
4: float test(float p1, int p2)
5: {

```

```

6: float pom;
7: pom = p1 + p2;

```

```

8: return pom;

```

```

00B51000 DB 44 24 08    fild   dword ptr
[esp+8]
00B51004 D8 44 24 04    fadd   dword ptr
[esp+4]
00B51008 D9 5C 24 08    fstp   dword ptr
[esp+8]
00B5100C D9 44 24 08    fld    dword ptr
[esp+8]

```

```

9: }

```

```

00B51010 5B          mov    ebx,esp

```

```

10:
11: int main(int x, char *cc[])
12: {

```

```

1: #include <stdio.h>
2:
3:
4: float test(float p1, int p2)
5: {

```

```

6: float pom;
7: pom = p1 + p2;

```

```

8: return pom;

```

```

9: }

```

```

10:
11: int main(int x, char *cc[])
12: {

```

```

13: int i,j=1,k=2;
00DE143E C7 45 EC 01 00 00 00 mov     dword ptr
[j],1
00DE1445 C7 45 E0 02 00 00 00 mov     dword ptr
[k],2
14: float a,b=1,c=2;
00DE144C D9 E8                fldl
00DE144E D9 5D C8            fstp     dword ptr [b]
00DE1451 D9 05 3C 58 DE 00 fld     dword ptr
[real@40000000 (0DE583Ch)]
00DE1457 D9 5D BC            fstp     dword ptr [c]
15:
16: a = test (x,c);
00DE145A D9 45 EC            fld     dword ptr [c]
00DE145D E8 7F EC FF FF      call
@ILT+220(__ftol2_sse) (0DE10E1h)
00DE1462 50                push    eax
00DE1463 DE 45 08            fldl   dword ptr [x]
00DE1466 51                push    ecx
00DE1467 D9 1C 24            fstp   dword ptr [esp]
00DE146A E8 18 EC FF FF      call   test (0DE1087h)
00DE146E 83 C4 08            add     esp,8
00DE1472 D9 5D D4            fstp   dword ptr [a]
17: i = test (x,k);
00DE1475 8E 45 E0            mov     eax,dword ptr
[k]
00DE1478 50                push    eax
00DE1479 DE 45 08            fldl   dword ptr [x]
00DE147C 51                push    ecx
00DE147D D9 1C 24            fstp   dword ptr [esp]
00DE1480 E8 02 EC FF FF      call   test (0DE1087h)
00DE1485 83 C4 08            add     esp,8
00DE1488 E8 54 FC FF FF      call
@ILT+220(__ftol2_sse) (0DE10E1h)
00DE148D 89 45 F8            mov     dword ptr
[i],eax
18:
19: return a+i;
00DE1490 DB 45 F8            fld     dword ptr [i]
00DE1493 D8 45 D4            fadd   dword ptr [a]
00DE1496 E8 46 FC FF FF      call
@ILT+220(__ftol2_sse) (0DE10E1h)
20: }
00DE149B 5F                pop     edi
00DE149C 5E                pop     esi
00DE149D 5B                pop     ebx
00DE149E 81 C4 08 01 00 00 add     esp,108h
00DE14A4 3B EC            cmp     ebp,esp

```

```

13: int i,j=1,k=2;
14: float a,b=1,c=2;
15:
16: a = test (x,c);
17: i = test (x,k);
00B51020 DB 44 24 04        fld     dword ptr
[esp+4]
00B51024 6A 02                push    2
00B51026 51                push    ecx
00B51027 D9 1C 24            fstp   dword ptr [esp]
00B5102A E8 01 FF FF FF      call   test (0A51000h)
00B5102F D9 5C 24 0C        fstp   dword ptr
[esp+0Ch]
00B51031 83 C4 08            add     esp,8
18:
19: return a+i;
00B51036 D9 44 24 04        fld     dword ptr
[esp+4]
00B5103A D9 C0            fld     st(0)
00B5103C E8 0F 08 00 00      call   _ftol2_sse
(0B51850h)
00B51041 89 44 24 04        mov     dword ptr
[esp+4],eax
00B51045 DA 44 24 04        fiadd  dword ptr
[esp+4]
00B51049 E9 02 08 00 00      jmp    _ftol2_sse
(0B51850h)
20: }

```

```

13: int i,j=1,k=2;
14: float a,b=1,c=2;
15:
16: a = test (x,c);
17: i = test (x,k);
00A31000 DB 44 24 04        fld     dword ptr
[esp+4]
00A31004 DC 05 F8 20 A3 00 fadd   qword ptr
[real@4000000000000000 (0A320F8h)]
00A3100A D9 5C 24 04        fstp   dword ptr
[esp+4]
18:
19: return a+i;
00A3100E D9 44 24 04        fld     dword ptr
[esp+4]
00A31012 D9 C0            fld     st(0)
00A31014 E8 07 08 00 00      call   _ftol2_sse
(0A31820h)
00A31019 89 44 24 04        mov     dword ptr
[esp+4],eax
00A3101D DA 44 24 04        fiadd  dword ptr
[esp+4]
00A31021 E9 FA 07 00 00      jmp    _ftol2_sse
(0A31820h)
20: }

```

|  |   |                               |
|--|---|-------------------------------|
| <pre> 00DE14A6 E8 A9 FC FF FF  call @ILT+335( _RTC_CheckEsp) (0DE1154h) 00DE14AB 8B E5          mov     esp,ebp 00DE14AD 5D              pop     ebp 00DE14AE C3              ret </pre> |   |                               |
| <p>Přeloženo jako debug - bez optimalizací</p>   | <p>Přeloženo jako release - vypnuto automatické nahrazování funkcí jejich inline variantou (optimalizace - Inline function expansion : Only <u>__inline (/Ob1)</u>)</p> | <p>Přeloženo jako release</p> |

**Žlutá** – efektivní / nutný kód

**Zelená** – režie spojená s voláním funkcí jako podprogramu

**Modrá** – režie spojená s runtime testy (= testy za běhu programu)