
The Art of Assembly Language

(Full Contents)

1.1 Foreword to the HLA Version of “The Art of Assembly...”	3
1.2 Intended Audience	6
1.3 Teaching From This Text	6
1.4 Copyright Notice	7
1.5 How to Get a Hard Copy of This Text	8
1.6 Obtaining Program Source Listings and Other Materials in This Text ...	8
1.7 Where to Get Help	8
1.8 Other Materials You Will Need (Windows Version)	8
1.9 Other Materials You Will Need (Linux Version)	9
2.1 Chapter Overview	11
2.2 Installing the HLA Distribution Package	11
2.2.1 Installation Under Windows	12
2.2.2 Installation Under Linux	15
2.2.3 Installing “Art of Assembly” Related Files	18
2.3 The Anatomy of an HLA Program	19
2.4 Some Basic HLA Data Declarations	21
2.5 Boolean Values	23
2.6 Character Values	23
2.7 An Introduction to the Intel 80x86 CPU Family	23
2.8 Some Basic Machine Instructions	26
2.9 Some Basic HLA Control Structures	29
2.9.1 Boolean Expressions in HLA Statements	30
2.9.2 The HLA IF..THEN..ELSEIF..ELSE..ENDIF Statement	32
2.9.3 The WHILE..ENDWHILE Statement	33
2.9.4 The FOR..ENDFOR Statement	34
2.9.5 The REPEAT..UNTIL Statement	35
2.9.6 The BREAK and BREAKIF Statements	36
2.9.7 The FOREVER..ENDFOR Statement	36
2.9.8 The TRY..EXCEPTION..ENDTRY Statement	37
2.10 Introduction to the HLA Standard Library	38
2.10.1 Predefined Constants in the STUDIO Module	40
2.10.2 Standard In and Standard Out	40
2.10.3 The stdout.newLine Routine	41
2.10.4 The stdout.putiX Routines	41
2.10.5 The stdout.putiXSize Routines	41
2.10.6 The stdout.put Routine	42
2.10.7 The stdin.getc Routine.	43
2.10.8 The stdin.getiX Routines	44
2.10.9 The stdin.readLn and stdin.flushInput Routines	46

2.10.10 The <code>stdin.get</code> Macro	46
2.11 Putting It All Together	47
2.12 Sample Programs	47
2.12.1 Powers of Two Table Generation	47
2.12.2 Checkerboard Program	48
2.12.3 Fibonacci Number Generation	50
3.1 Chapter Overview	53
3.2 Numbering Systems	53
3.2.1 A Review of the Decimal System	53
3.2.2 The Binary Numbering System	54
3.2.3 Binary Formats	55
3.3 Data Organization	56
3.3.1 Bits	56
3.3.2 Nibbles	56
3.3.3 Bytes	57
3.3.4 Words	58
3.3.5 Double Words	59
3.4 The Hexadecimal Numbering System	60
3.5 Arithmetic Operations on Binary and Hexadecimal Numbers	62
3.6 A Note About Numbers vs. Representation	63
3.7 Logical Operations on Bits	65
3.8 Logical Operations on Binary Numbers and Bit Strings	68
3.9 Signed and Unsigned Numbers	69
3.10 Sign Extension, Zero Extension, Contraction, and Saturation	73
3.11 Shifts and Rotates	76
3.12 Bit Fields and Packed Data	81
3.13 Putting It All Together	85
4.1 Chapter Overview	87
4.2 An Introduction to Floating Point Arithmetic	87
4.2.1 IEEE Floating Point Formats	90
4.2.2 HLA Support for Floating Point Values	93
4.3 Binary Coded Decimal (BCD) Representation	95
4.4 Characters	96
4.4.1 The ASCII Character Encoding	97
4.4.2 HLA Support for ASCII Characters	100
4.4.3 The ASCII Character Set	104
4.5 The UNICODE Character Set	108
4.6 Other Data Representations	109
4.6.1 Representing Colors on a Video Display	109
4.6.2 Representing Audio Information	111
4.6.3 Representing Musical Information	114
4.6.4 Representing Video Information	115
4.6.5 Where to Get More Information About Data Types	115
4.7 Putting It All Together	116

5.1 Questions	119
5.2 Programming Projects for Chapter Two	124
5.3 Programming Projects for Chapter Three	124
5.4 Programming Projects for Chapter Four	125
5.5 Laboratory Exercises for Chapter Two	126
5.5.1 A Short Note on Laboratory Exercises and Lab Reports	126
5.5.2 Compiling Your First Program	127
5.5.3 Compiling Other Programs Appearing in this Chapter	128
5.5.4 Creating and Modifying HLA Programs	129
5.5.5 Writing a New Program	129
5.5.6 Correcting Errors in an HLA Program	130
5.5.7 Write Your Own Sample Program	131
5.6 Laboratory Exercises for Chapter Three and Chapter Four	132
5.6.1 Data Conversion Exercises	132
5.6.2 Logical Operations Exercises	133
5.6.3 Sign and Zero Extension Exercises	133
5.6.4 Packed Data Exercises	134
5.6.5 Running this Chapter's Sample Programs	134
5.6.6 Write Your Own Sample Program	134
1.1 Chapter Overview	137
1.2 The Basic System Components	137
1.2.1 The System Bus	138
1.2.1.1 The Data Bus	138
1.2.1.2 The Address Bus	139
1.2.1.3 The Control Bus	139
1.2.2 The Memory Subsystem	140
1.2.3 The I/O Subsystem	146
1.3 HLA Support for Data Alignment	146
1.4 System Timing	149
1.4.1 The System Clock	149
1.4.2 Memory Access and the System Clock	150
1.4.3 Wait States	151
1.4.4 Cache Memory	153
1.5 Putting It All Together	156
2.1 Chapter Overview	157
2.2 The 80x86 Addressing Modes	157
2.2.1 80x86 Register Addressing Modes	157
2.2.2 80x86 32-bit Memory Addressing Modes	158
2.2.2.1 The Displacement Only Addressing Mode	158
2.2.2.2 The Register Indirect Addressing Modes	159
2.2.2.3 Indexed Addressing Modes	160
2.2.2.4 Variations on the Indexed Addressing Mode	161
2.2.2.5 Scaled Indexed Addressing Modes	163
2.2.2.6 Addressing Mode Wrap-up	164
2.3 Run-Time Memory Organization	164
2.3.1 The Code Section	165
2.3.2 The Static Sections	167

2.3.3 The Read-Only Data Section	167
2.3.4 The Storage Section	168
2.3.5 The @NOSTORAGE Attribute	169
2.3.6 The Var Section	169
2.3.7 Organization of Declaration Sections Within Your Programs	170
2.4 Address Expressions	171
2.5 Type Coercion	173
2.6 Register Type Coercion	175
2.7 The Stack Segment and the Push and Pop Instructions	176
2.7.1 The Basic PUSH Instruction	176
2.7.2 The Basic POP Instruction	177
2.7.3 Preserving Registers With the PUSH and POP Instructions	179
2.7.4 The Stack is a LIFO Data Structure	180
2.7.5 Other PUSH and POP Instructions	183
2.7.6 Removing Data From the Stack Without Popping It	184
2.7.7 Accessing Data You've Pushed on the Stack Without Popping It	186
2.8 Dynamic Memory Allocation and the Heap Segment	187
2.9 The INC and DEC Instructions	190
2.10 Obtaining the Address of a Memory Object	191
2.11 Bonus Section: The HLA Standard Library CONSOLE Module	192
2.11.1 Clearing the Screen	192
2.11.2 Positioning the Cursor	193
2.11.3 Locating the Cursor	194
2.11.4 Text Attributes	195
2.11.5 Filling a Rectangular Section of the Screen	197
2.11.6 Console Direct String Output	199
2.11.7 Other Console Module Routines	200
2.12 Putting It All Together	201
3.1 Boolean Algebra	203
3.2 Boolean Functions and Truth Tables	205
3.3 Algebraic Manipulation of Boolean Expressions	208
3.4 Canonical Forms	209
3.5 Simplification of Boolean Functions	214
3.6 What Does This Have To Do With Computers, Anyway?	221
3.6.1 Correspondence Between Electronic Circuits and Boolean Functions	221
3.6.2 Combinatorial Circuits	223
3.6.3 Sequential and Clocked Logic	228
3.7 Okay, What Does It Have To Do With Programming, Then?	232
3.8 Putting It All Together	233
4.1 Chapter Overview	234
4.2 The History of the 80x86 CPU Family	234
4.3 A History of Software Development for the x86	241
4.4 Basic CPU Design	245
4.5 Decoding and Executing Instructions: Random Logic Versus Microcode	247

4.6 RISC vs. CISC vs. VLIW	248
4.7 Instruction Execution, Step-By-Step	250
4.8 Parallelism – the Key to Faster Processors	253
4.8.1 The Prefetch Queue – Using Unused Bus Cycles	255
4.8.2 Pipelining – Overlapping the Execution of Multiple Instructions	259
4.8.2.1 A Typical Pipeline	259
4.8.2.2 Stalls in a Pipeline	261
4.8.3 Instruction Caches – Providing Multiple Paths to Memory	262
4.8.4 Hazards	263
4.8.5 Superscalar Operation– Executing Instructions in Parallel	265
4.8.6 Out of Order Execution	266
4.8.7 Register Renaming	266
4.8.8 Very Long Instruction Word Architecture (VLIW)	267
4.8.9 Parallel Processing	268
4.8.10 Multiprocessing	268
4.9 Putting It All Together	269
5.1 Chapter Overview	270
5.2 The Importance of the Design of the Instruction Set	270
5.3 Basic Instruction Design Goals	271
5.3.1 Addressing Modes on the Y86	278
5.3.2 Encoding Y86 Instructions	279
5.3.3 Hand Encoding Instructions	282
5.3.4 Using an Assembler to Encode Instructions	286
5.3.5 Extending the Y86 Instruction Set	287
5.4 Encoding 80x86 Instructions	288
5.4.1 Encoding Instruction Operands	290
5.4.2 Encoding the ADD Instruction: Some Examples	296
5.4.3 Encoding Immediate Operands	300
5.4.4 Encoding Eight, Sixteen, and Thirty-Two Bit Operands	301
5.4.5 Alternate Encodings for Instructions	301
5.5 Putting It All Together	302
6.1 Chapter Overview	303
6.2 The Memory Hierarchy	303
6.3 How the Memory Hierarchy Operates	305
6.4 Relative Performance of Memory Subsystems	306
6.5 Cache Architecture	308
6.6 Virtual Memory, Protection, and Paging	312
6.7 Thrashing	314
6.8 NUMA and Peripheral Devices	315
6.9 Segmentation	316
6.10 Segments and HLA	316
6.10.1 Renaming Segments Under Windows	317
6.11 User Defined Segments in HLA (Windows Only)	319
6.12 Controlling the Placement and Attributes of Segments in Memory (Windows Only)	321
6.13 Putting it All Together	325

7.1 Chapter Overview	327
7.2 Connecting a CPU to the Outside World	327
7.3 Read-Only, Write-Only, Read/Write, and Dual I/O Ports	329
7.4 I/O (Input/Output) Mechanisms	331
7.4.1 Memory Mapped Input/Output	331
7.4.2 I/O Mapped Input/Output	332
7.4.3 Direct Memory Access	333
7.5 I/O Speed Hierarchy	333
7.6 System Busses and Data Transfer Rates	334
7.7 The AGP Bus	336
7.8 Handshaking	337
7.9 Time-outs on an I/O Port	340
7.10 Interrupts and Polled I/O	342
7.11 Using a Circular Queue to Buffer Input Data from an ISR	343
7.12 Using a Circular Queue to Buffer Output Data for an ISR	349
7.13 I/O and the Cache	352
7.14 Protected Mode Operation	352
7.15 Device Drivers	353
7.16 Putting It All Together	354
8.1 Questions	355
8.2 Programming Projects	361
8.3 Chapters One and Two Laboratory Exercises	363
8.3.1 Memory Organization Exercises	363
8.3.2 Data Alignment Exercises	364
8.3.3 Readonly Segment Exercises	367
8.3.4 Type Coercion Exercises	367
8.3.5 Dynamic Memory Allocation Exercises	368
8.4 Chapter Three Laboratory Exercises	369
8.4.1 Truth Tables and Logic Equations Exercises	370
8.4.2 Canonical Logic Equations Exercises	371
8.4.3 Optimization Exercises	372
8.4.4 Logic Evaluation Exercises	372
8.5 Laboratory Exercises for Chapters Four, Five, Six, and Seven	377
8.5.1 The SIMY86 Program – Some Simple Y86 Programs	377
8.5.2 Simple I/O-Mapped Input/Output Operations	380
8.5.3 Memory Mapped I/O	381
8.5.4 DMA Exercises	382
8.5.5 Interrupt Driven I/O Exercises	383
8.5.6 Machine Language Programming & Instruction Encoding Exercises	384
8.5.7 Self Modifying Code Exercises	386
8.5.8 Virtual Memory Exercise	388
1.1 Chapter Overview	393
1.2 Some Additional Instructions: INTMUL, BOUND, INTO	393
1.3 The QWORD and TBYTE Data Types	397

1.4 HLA Constant and Value Declarations	397
1.4.1 Constant Types	400
1.4.2 String and Character Literal Constants	401
1.4.3 String and Text Constants in the CONST Section	402
1.4.4 Constant Expressions	403
1.4.5 Multiple CONST Sections and Their Order in an HLA Program ..	405
1.4.6 The HLA VAL Section	406
1.4.7 Modifying VAL Objects at Arbitrary Points in Your Programs ...	406
1.5 The HLA TYPE Section	407
1.6 ENUM and HLA Enumerated Data Types	408
1.7 Pointer Data Types	409
1.7.1 Using Pointers in Assembly Language	410
1.7.2 Declaring Pointers in HLA	411
1.7.3 Pointer Constants and Pointer Constant Expressions	411
1.7.4 Pointer Variables and Dynamic Memory Allocation	412
1.7.5 Common Pointer Problems	413
1.8 Putting It All Together	417
2.1 Chapter Overview	419
2.2 Composite Data Types	419
2.3 Character Strings	419
2.4 HLA Strings	421
2.5 Accessing the Characters Within a String	426
2.6 The HLA String Module and Other String-Related Routines	428
2.7 In-Memory Conversions	437
2.8 Putting It All Together	438
3.1 Chapter Overview	439
3.2 The HLA Standard Library CHARS.HHF Module	439
3.3 Character Sets	441
3.4 Character Set Implementation in HLA	442
3.5 HLA Character Set Constants and Character Set Expressions	443
3.6 The IN Operator in HLA HLL Boolean Expressions	444
3.7 Character Set Support in the HLA Standard Library	445
3.8 Using Character Sets in Your HLA Programs	447
3.9 Low-level Implementation of Set Operations	449
3.9.1 Character Set Functions That Build Sets	449
3.9.2 Traditional Set Operations	455
3.9.3 Testing Character Sets	458
3.10 Putting It All Together	461
4.1 Chapter Overview	463
4.2 Arrays	463
4.3 Declaring Arrays in Your HLA Programs	464
4.4 HLA Array Constants	464
4.5 Accessing Elements of a Single Dimension Array	465

4.5.1 Sorting an Array of Values	467
4.6 Multidimensional Arrays	468
4.6.1 Row Major Ordering	469
4.6.2 Column Major Ordering	473
4.7 Allocating Storage for Multidimensional Arrays	474
4.8 Accessing Multidimensional Array Elements in Assembly Language ...	475
4.9 Large Arrays and MASM	476
4.10 Dynamic Arrays in Assembly Language	477
4.11 HLA Standard Library Array Support	479
4.12 Putting It All Together	481
5.1 Chapter Overview	483
5.2 Records	483
5.3 Record Constants	485
5.4 Arrays of Records	486
5.5 Arrays/Records as Record Fields	487
5.6 Controlling Field Offsets Within a Record	489
5.7 Aligning Fields Within a Record	490
5.8 Pointers to Records	491
5.9 Unions	492
5.10 Anonymous Unions	494
5.11 Variant Types	495
5.12 Namespaces	496
5.13 Putting It All Together	498
6.1 Chapter Overview	501
6.2 Dates	501
6.3 A Brief History of the Calendar	502
6.4 HLA Date Functions	505
6.4.1 date.IsValid and date.validate	505
6.4.2 Checking for Leap Years	507
6.4.3 Obtaining the System Date	509
6.4.4 Date to String Conversions and Date Output	510
6.4.5 date.unpack and date.pack	511
6.4.6 date.Julian, date.fromJulian	512
6.4.7 date.datePlusDays, date.datePlusMonths, and date.daysBetween ..	512
6.4.8 date.dayNumber, date.daysLeft, and date.dayOfWeek	513
6.5 Times	514
6.5.1 time.curTime	514
6.5.2 time.hmsToSecs and time.secstoHMS	515
6.5.3 Time Input/Output	515
6.6 Putting It All Together	516
7.1 Chapter Overview	517
7.2 File Organization	517

7.2.1 Files as Lists of Records	517
7.2.2 Binary vs. Text Files	518
7.3 Sequential Files	520
7.4 Random Access Files	527
7.5 ISAM (Indexed Sequential Access Method) Files	530
7.6 Truncating a File	533
7.7 File Utility Routines	534
7.7.1 Copying, Moving, and Renaming Files	534
7.7.2 Computing the File Size	536
7.7.3 Deleting Files	538
7.8 Directory Operations	538
7.9 Putting It All Together	539
8.1 Chapter Overview	541
8.2 Procedures	541
8.3 Saving the State of the Machine	543
8.4 Prematurely Returning from a Procedure	546
8.5 Local Variables	547
8.6 Other Local and Global Symbol Types	551
8.7 Parameters	552
8.7.1 Pass by Value	552
8.7.2 Pass by Reference	555
8.8 Functions and Function Results	557
8.8.1 Returning Function Results	558
8.8.2 Instruction Composition in HLA	558
8.8.3 The HLA RETURNS Option in Procedures	560
8.9 Side Effects	562
8.10 Recursion	563
8.11 Forward Procedures	567
8.12 Putting It All Together	567
9.1 Chapter Overview	569
9.2 Managing Large Programs	569
9.3 The #INCLUDE Directive	570
9.4 Ignoring Duplicate Include Operations	571
9.5 UNITS and the EXTERNAL Directive	572
9.5.1 Behavior of the EXTERNAL Directive	575
9.5.2 Header Files in HLA	576
9.6 Make Files	578
9.7 Code Reuse	580
9.8 Creating and Managing Libraries	581
9.9 Name Space Pollution	583
9.10 Putting It All Together	585
10.1 Chapter Overview	587

10.2 80x86 Integer Arithmetic Instructions	587
10.2.1 The MUL and IMUL Instructions	587
10.2.2 The DIV and IDIV Instructions	589
10.2.3 The CMP Instruction	592
10.2.4 The SETcc Instructions	593
10.2.5 The TEST Instruction	596
10.3 Arithmetic Expressions	597
10.3.1 Simple Assignments	597
10.3.2 Simple Expressions	598
10.3.3 Complex Expressions	600
10.3.4 Commutative Operators	603
10.4 Logical (Boolean) Expressions	604
10.5 Machine and Arithmetic Idioms	606
10.5.1 Multiplying without MUL, IMUL, or INTMUL	606
10.5.2 Division Without DIV or IDIV	607
10.5.3 Implementing Modulo-N Counters with AND	608
10.5.4 Careless Use of Machine Idioms	608
10.6 The HLA (Pseudo) Random Number Unit	608
10.7 Putting It All Together	610
11.1 Chapter Overview	611
11.2 Floating Point Arithmetic	611
11.2.1 FPU Registers	611
11.2.1.1 FPU Data Registers	612
11.2.1.2 The FPU Control Register	612
11.2.1.3 The FPU Status Register	615
11.2.2 FPU Data Types	619
11.2.3 The FPU Instruction Set	621
11.2.4 FPU Data Movement Instructions	621
11.2.4.1 The FLD Instruction	621
11.2.4.2 The FST and FSTP Instructions	622
11.2.4.3 The FXCH Instruction	622
11.2.5 Conversions	623
11.2.5.1 The FILD Instruction	623
11.2.5.2 The FIST and FISTP Instructions	623
11.2.5.3 The FBLD and FBSTP Instructions	624
11.2.6 Arithmetic Instructions	624
11.2.6.1 The FADD and FADDP Instructions	625
11.2.6.2 The FSUB, FSUBP, FSUBR, and FSUBRP Instructions	625
11.2.6.3 The FMUL and FMULP Instructions	626
11.2.6.4 The FDIV, FDIVP, FDIVR, and FDIVRP Instructions	626
11.2.6.5 The FSQRT Instruction	627
11.2.6.6 The FPREM and FPREM1 Instructions	628
11.2.6.7 The FRNDINT Instruction	628
11.2.6.8 The FABS Instruction	628
11.2.6.9 The FCHS Instruction	629
11.2.7 Comparison Instructions	629
11.2.7.1 The FCOM, FCOMP, and FCOMPP Instructions	629
11.2.7.2 The FTST Instruction	630
11.2.8 Constant Instructions	631

11.2.9 Transcendental Instructions	631
11.2.9.1 The F2XM1 Instruction	631
11.2.9.2 The FSIN, FCOS, and FSINCOS Instructions	631
11.2.9.3 The FPTAN Instruction	632
11.2.9.4 The FPATAN Instruction	632
11.2.9.5 The FYL2X Instruction	632
11.2.9.6 The FYL2XP1 Instruction	632
11.2.10 Miscellaneous instructions	633
11.2.10.1 The FINIT and FNINIT Instructions	633
11.2.10.2 The FLDCW and FSTCW Instructions	633
11.2.10.3 The FCLEX and FNCLEX Instructions	633
11.2.10.4 The FSTSW and FNSTSW Instructions	633
11.2.11 Integer Operations	634
11.3 Converting Floating Point Expressions to Assembly Language	634
11.3.1 Converting Arithmetic Expressions to Postfix Notation	635
11.3.2 Converting Postfix Notation to Assembly Language	637
11.3.3 Mixed Integer and Floating Point Arithmetic	638
11.4 HLA Standard Library Support for Floating Point Arithmetic	638
11.4.1 The stdin.getf and fileio.getf Functions	639
11.4.2 Trigonometric Functions in the HLA Math Library	639
11.4.3 Exponential and Logarithmic Functions in the HLA Math Library	640
11.5 Sample Program	640
11.6 Putting It All Together	646
12.1 Chapter Overview	647
12.2 Tables	647
12.2.1 Function Computation via Table Look-up	647
12.2.2 Domain Conditioning	650
12.2.3 Generating Tables	651
12.3 High Performance Implementation of cs.rangeChar	655
13.1 Questions	663
13.2 Programming Projects	670
13.3 Laboratory Exercises	677
13.3.1 Using the BOUND Instruction to Check Array Indices	677
13.3.2 Using TEXT Constants in Your Programs	680
13.3.3 Constant Expressions Lab Exercise	682
13.3.4 Pointers and Pointer Constants Exercises	684
13.3.5 String Exercises	685
13.3.6 String and Character Set Exercises	687
13.3.7 Console Array Exercise	691
13.3.8 Multidimensional Array Exercises	693
13.3.9 Console Attributes Laboratory Exercise	696
13.3.10 Records, Arrays, and Pointers Laboratory Exercise	698
13.3.11 Separate Compilation Exercises	704
13.3.12 The HLA (Pseudo) Random Number Unit	710
13.3.13 File I/O in HLA	711
13.3.14 Timing Various Arithmetic Instructions	712
13.3.15 Using the RDTSC Instruction to Time a Code Sequence	715
13.3.16 Timing Floating Point Instructions	719

13.3.17 Table Lookup Exercise	722
1.1 Chapter Overview	727
1.2 Conjunction, Disjunction, and Negation in Boolean Expressions	727
1.3 TRY..ENDTRY	729
1.3.1 Nesting TRY..ENDTRY Statements	730
1.3.2 The UNPROTECTED Clause in a TRY..ENDTRY Statement	732
1.3.3 The ANYEXCEPTION Clause in a TRY..ENDTRY Statement	735
1.3.4 Raising User-Defined Exceptions	735
1.3.5 Reraising Exceptions in a TRY..ENDTRY Statement	737
1.3.6 A List of the Predefined HLA Exceptions	737
1.3.7 How to Handle Exceptions in Your Programs	737
1.3.8 Registers and the TRY..ENDTRY Statement	739
1.4 BEGIN..EXIT..EXITIF..END	740
1.5 CONTINUE..CONTINUEIF	745
1.6 SWITCH..CASE..DEFAULT..ENDSWITCH	747
1.7 Putting It All Together	749
2.1 Chapter Overview	751
2.2 Low Level Control Structures	751
2.3 Statement Labels	751
2.4 Unconditional Transfer of Control (JMP)	753
2.5 The Conditional Jump Instructions	755
2.6 “Medium-Level” Control Structures: JT and JF	759
2.7 Implementing Common Control Structures in Assembly Language	759
2.8 Introduction to Decisions	760
2.8.1 IF..THEN..ELSE Sequences	761
2.8.2 Translating HLA IF Statements into Pure Assembly Language	764
2.8.3 Implementing Complex IF Statements Using Complete Boolean Evaluation	768
2.8.4 Short Circuit Boolean Evaluation	769
2.8.5 Short Circuit vs. Complete Boolean Evaluation	770
2.8.6 Efficient Implementation of IF Statements in Assembly Language	772
2.8.7 SWITCH/CASE Statements	776
2.9 State Machines and Indirect Jumps	784
2.10 Spaghetti Code	786
2.11 Loops	787
2.11.1 While Loops	787
2.11.2 Repeat..Until Loops	788
2.11.3 FOREVER..ENDFOR Loops	789
2.11.4 FOR Loops	790
2.11.5 The BREAK and CONTINUE Statements	791
2.11.6 Register Usage and Loops	795
2.12 Performance Improvements	796
2.12.1 Moving the Termination Condition to the End of a Loop	796
2.12.2 Executing the Loop Backwards	798
2.12.3 Loop Invariant Computations	799
2.12.4 Unraveling Loops	800

2.12.5 Induction Variables	801
2.13 Hybrid Control Structures in HLA	802
2.14 Putting It All Together	804
3.1 Chapter Overview	805
3.2 Procedures and the CALL Instruction	805
3.3 Procedures and the Stack	807
3.4 Activation Records	810
3.5 The Standard Entry Sequence	813
3.6 The Standard Exit Sequence	814
3.7 HLA Local Variables	815
3.8 Parameters	816
3.8.1 Pass by Value	817
3.8.2 Pass by Reference	817
3.8.3 Passing Parameters in Registers	818
3.8.4 Passing Parameters in the Code Stream	820
3.8.5 Passing Parameters on the Stack	822
3.8.5.1 Accessing Value Parameters on the Stack	824
3.8.5.2 Passing Value Parameters on the Stack	825
3.8.5.3 Accessing Reference Parameters on the Stack	831
3.8.5.4 Passing Reference Parameters on the Stack	834
3.8.5.5 Passing Formal Parameters as Actual Parameters	836
3.8.5.6 HLA Hybrid Parameter Passing Facilities	838
3.8.5.7 Mixing Register and Stack Based Parameters	839
3.9 Procedure Pointers	839
3.10 Procedural Parameters	842
3.11 Untyped Reference Parameters	843
3.12 Iterators and the FOREACH Loop	843
3.13 Sample Programs	846
3.13.1 Generating the Fibonacci Sequence Using an Iterator	846
3.13.2 Outer Product Computation with Procedural Parameters	848
3.14 Putting It All Together	851
4.1 Chapter Overview	853
4.2 Multiprecision Operations	853
4.2.1 Multiprecision Addition Operations	853
4.2.2 Multiprecision Subtraction Operations	856
4.2.3 Extended Precision Comparisons	857
4.2.4 Extended Precision Multiplication	860
4.2.5 Extended Precision Division	864
4.2.6 Extended Precision NEG Operations	872
4.2.7 Extended Precision AND Operations	873
4.2.8 Extended Precision OR Operations	874
4.2.9 Extended Precision XOR Operations	874
4.2.10 Extended Precision NOT Operations	874
4.2.11 Extended Precision Shift Operations	875
4.2.12 Extended Precision Rotate Operations	878
4.2.13 Extended Precision I/O	878

4.2.13.1 Extended Precision Hexadecimal Output	879
4.2.13.2 Extended Precision Unsigned Decimal Output	879
4.2.13.3 Extended Precision Signed Decimal Output	882
4.2.13.4 Extended Precision Formatted I/O	883
4.2.13.5 Extended Precision Input Routines	884
4.2.13.6 Extended Precision Hexadecimal Input	887
4.2.13.7 Extended Precision Unsigned Decimal Input	891
4.2.13.8 Extended Precision Signed Decimal Input	895
4.3 Operating on Different Sized Operands	895
4.4 Decimal Arithmetic	897
4.4.1 Literal BCD Constants	898
4.4.2 The 80x86 DAA and DAS Instructions	898
4.4.3 The 80x86 AAA, AAS, AAM, and AAD Instructions	900
4.4.4 Packed Decimal Arithmetic Using the FPU	901
4.5 Sample Program	903
4.6 Putting It All Together	906
5.1 Chapter Overview	909
5.2 What is Bit Data, Anyway?	909
5.3 Instructions That Manipulate Bits	910
5.4 The Carry Flag as a Bit Accumulator	916
5.5 Packing and Unpacking Bit Strings	917
5.6 Coalescing Bit Sets and Distributing Bit Strings	920
5.7 Packed Arrays of Bit Strings	922
5.8 Searching for a Bit	923
5.9 Counting Bits	925
5.10 Reversing a Bit String	927
5.11 Merging Bit Strings	929
5.12 Extracting Bit Strings	930
5.13 Searching for a Bit Pattern	931
5.14 The HLA Standard Library Bits Module	932
5.15 Putting It All Together	933
6.1 Chapter Overview	935
6.2 The 80x86 String Instructions	935
6.2.1 How the String Instructions Operate	936
6.2.2 The REP/REPE/REPZ and REPNZ/REPNE Prefixes	936
6.2.3 The Direction Flag	937
6.2.4 The MOVS Instruction	938
6.2.5 The CMPS Instruction	943
6.2.6 The SCAS Instruction	946
6.2.7 The STOS Instruction	946
6.2.8 The LODS Instruction	947
6.2.9 Building Complex String Functions from LODS and STOS	947
6.3 Putting It All Together	948
7.1 Chapter Overview	949

7.2 Introduction to the Compile-Time Language (CTL)	949
7.3 The #PRINT and #ERROR Statements	951
7.4 Compile-Time Constants and Variables	952
7.5 Compile-Time Expressions and Operators	953
7.6 Compile-Time Functions	956
7.6.1 Type Conversion Compile-time Functions	957
7.6.2 Numeric Compile-Time Functions	957
7.6.3 Character Classification Compile-Time Functions	958
7.6.4 Compile-Time String Functions	958
7.6.5 Compile-Time Pattern Matching Functions	958
7.6.6 Compile-Time Symbol Information	959
7.6.7 Compile-Time Expression Classification Functions	960
7.6.8 Miscellaneous Compile-Time Functions	961
7.6.9 Predefined Compile-Time Variables	961
7.6.10 Compile-Time Type Conversions of TEXT Objects	961
7.7 Conditional Compilation (Compile-Time Decisions)	962
7.8 Repetitive Compilation (Compile-Time Loops)	966
7.9 Putting It All Together	968
8.1 Chapter Overview	969
8.2 Macros (Compile-Time Procedures)	969
8.2.1 Standard Macros	969
8.2.2 Macro Parameters	971
8.2.2.1 Standard Macro Parameter Expansion	971
8.2.2.2 Macros with a Variable Number of Parameters	974
8.2.2.3 Required Versus Optional Macro Parameters	975
8.2.2.4 The "#(" and ")"# Macro Parameter Brackets	976
8.2.2.5 Eager vs. Deferred Macro Parameter Evaluation	977
8.2.3 Local Symbols in a Macro	981
8.2.4 Macros as Compile-Time Procedures	985
8.2.5 Multi-part (Context-Free) Macros	985
8.2.6 Simulating Function Overloading with Macros	990
8.3 Writing Compile-Time "Programs"	995
8.3.1 Constructing Data Tables at Compile Time	996
8.3.2 Unrolling Loops	999
8.4 Using Macros in Different Source Files	1001
8.5 Putting It All Together	1001
9.1 Chapter Overview	1003
9.2 Introduction to DSELs in HLA	1003
9.2.1 Implementing the Standard HLA Control Structures	1003
9.2.1.1 The FOREVER Loop	1004
9.2.1.2 The WHILE Loop	1007
9.2.1.3 The IF Statement	1009
9.2.2 The HLA SWITCH/CASE Statement	1015
9.2.3 A Modified WHILE Loop	1026
9.2.4 A Modified IF..ELSE..ENDIF Statement	1030
9.3 Sample Program: A Simple Expression Compiler	1036

9.4 Putting It All Together	1057
10.1 Chapter Overview	1059
10.2 General Principles	1059
10.3 Classes in HLA	1061
10.4 Objects	1063
10.5 Inheritance	1064
10.6 Overriding	1065
10.7 Virtual Methods vs. Static Procedures	1066
10.8 Writing Class Methods, Iterators, and Procedures	1067
10.9 Object Implementation	1071
10.9.1 Virtual Method Tables	1073
10.9.2 Object Representation with Inheritance	1075
10.10 Constructors and Object Initialization	1079
10.10.1 Dynamic Object Allocation Within the Constructor	1081
10.10.2 Constructors and Inheritance	1082
10.10.3 Constructor Parameters and Procedure Overloading	1085
10.11 Destructors	1086
10.12 HLA's "_initialize_" and "_finalize_" Strings	1087
10.13 Abstract Methods	1091
10.14 Run-time Type Information (RTTI)	1094
10.15 Calling Base Class Methods	1095
10.16 Sample Program	1096
10.17 Putting It All Together	1112
11.1 Chapter Overview	1113
11.2 Determining if a CPU Supports the MMX Instruction Set	1113
11.3 The MMX Programming Environment	1114
11.3.1 The MMX Registers	1114
11.3.2 The MMX Data Types	1116
11.4 The Purpose of the MMX Instruction Set	1117
11.5 Saturation Arithmetic and Wraparound Mode	1118
11.6 MMX Instruction Operands	1118
11.7 MMX Technology Instructions	1123
11.7.1 MMX Data Transfer Instructions	1123
11.7.2 MMX Conversion Instructions	1123
11.7.3 MMX Packed Arithmetic Instructions	1131
11.7.4 MMX Logic Instructions	1133
11.7.5 MMX Comparison Instructions	1134
11.7.6 MMX Shift Instructions	1138
11.8 The EMMS Instruction	1139
11.9 The MMX Programming Paradigm	1140
11.10 Putting It All Together	1148
12.1 Chapter Overview	1151

12.2 Mixing HLA and MASM/Gas Code in the Same Program	1151
12.2.1 In-Line (MASM/Gas) Assembly Code in Your HLA Programs ..	1151
12.2.2 Linking MASM/Gas-Assembled Modules with HLA Modules ..	1154
12.3 Programming in Delphi/Kylix and HLA	1157
12.3.1 Linking HLA Modules With Delphi Programs	1158
12.3.2 Register Preservation	1161
12.3.3 Function Results	1161
12.3.4 Calling Conventions	1167
12.3.5 Pass by Value, Reference, CONST, and OUT in Delphi	1172
12.3.6 Scalar Data Type Correspondence Between Delphi and HLA	1173
12.3.7 Passing String Data Between Delphi and HLA Code	1175
12.3.8 Passing Record Data Between HLA and Delphi	1177
12.3.9 Passing Set Data Between Delphi and HLA	1181
12.3.10 Passing Array Data Between HLA and Delphi	1181
12.3.11 Delphi Limitations When Linking with (Non-TASM) Assembly Code	1182
12.3.12 Referencing Delphi Objects from HLA Code	1182
12.4 Programming in C/C++ and HLA	1182
12.4.1 Linking HLA Modules With C/C++ Programs	1183
12.4.2 Register Preservation	1186
12.4.3 Function Results	1186
12.4.4 Calling Conventions	1186
12.4.5 Pass by Value and Reference in C/C++	1189
12.4.6 Scalar Data Type Correspondence Between C/C++ and HLA	1189
12.4.7 Passing String Data Between C/C++ and HLA Code	1191
12.4.8 Passing Record/Structure Data Between HLA and C/C++	1191
12.4.9 Passing Array Data Between HLA and C/C++	1192
12.5 Putting It All Together	1193
13.1 Questions	1195
13.2 Programming Problems	1203
13.3 Laboratory Exercises	1212
13.3.1 Dynamically Nested TRY..ENDTRY Statements	1213
13.3.2 The TRY..ENDTRY Unprotected Section	1214
13.3.3 Performance of SWITCH Statement	1215
13.3.4 Complete Versus Short Circuit Boolean Evaluation	1219
13.3.5 Conversion of High Level Language Statements to Pure Assembly	1222
13.3.6 Activation Record Exercises	1222
13.3.6.1 Automatic Activation Record Generation and Access	1222
13.3.6.2 The _vars_ and _parms_ Constants	1224
13.3.6.3 Manually Constructing an Activation Record	1226
13.3.7 Reference Parameter Exercise	1228
13.3.8 Procedural Parameter Exercise	1231
13.3.9 Iterator Exercises	1234
13.3.10 Performance of Multiprecision Multiplication and Division Operations	1237
13.3.11 Performance of the Extended Precision NEG Operation	1237
13.3.12 Testing the Extended Precision Input Routines	1238
13.3.13 Illegal Decimal Operations	1238
13.3.14 MOVS Performance Exercise #1	1238
13.3.15 MOVS Performance Exercise #2	1240
13.3.16 Memory Performance Exercise	1242

13.3.17 The Performance of Length-Prefixed vs. Zero-Terminated Strings	1243
13.3.18 Introduction to Compile-Time Programs	1249
13.3.19 Conditional Compilation and Debug Code	1250
13.3.20 The Assert Macro	1252
13.3.21 Demonstration of Compile-Time Loops (#while)	1254
13.3.22 Writing a Trace Macro	1256
13.3.23 Overloading	1258
13.3.24 Multi-part Macros and RatASM (Rational Assembly)	1261
13.3.25 Virtual Methods vs. Static Procedures in a Class	1264
13.3.26 Using the _initialize_ and _finalize_ Strings in a Program	1267
13.3.27 Using RTTI in a Program	1270
 1.1 Chapter Overview	1279
1.2 First Class Objects	1279
1.3 Thunks	1281
1.4 Initializing Thunks	1282
1.5 Manipulating Thunks	1283
1.5.1 Assigning Thunks	1283
1.5.2 Comparing Thunks	1284
1.5.3 Passing Thunks as Parameters	1285
1.5.4 Returning Thunks as Function Results	1286
1.6 Activation Record Lifetimes and Thunks	1288
1.7 Comparing Thunks and Objects	1289
1.8 An Example of a Thunk Using the Fibonacci Function	1289
1.9 Thunks and Artificial Intelligence Code	1294
1.10 Thunks as Triggers	1296
1.11 Jumping Out of a Thunk	1299
1.12 Handling Exceptions with Thunks	1302
1.13 Using Thunks in an Appropriate Manner	1302
1.14 Putting It All Together	1303
 2.1 Chapter Overview	1305
2.2 Review of Iterators	1305
2.2.1 Implementing Iterators Using In-Line Expansion	1307
2.2.2 Implementing Iterators with Resume Frames	1308
2.3 Other Possible Iterator Implementations	1314
2.4 Breaking Out of a FOREACH Loop	1316
2.5 An Iterator Implementation of the Fibonacci Number Generator	1317
2.6 Iterators and Recursion	1323
2.7 Calling Other Procedures Within an Iterator	1327
2.8 Iterators Within Classes	1327
2.9 Putting It Altogether	1327
 3.1 Chapter Overview	1329
3.2 Coroutines	1329
3.3 Parameters and Register Values in Coroutine Calls	1334

3.4 Recursion, Reentrancy, and Variables	1335
3.5 Generators	1337
3.6 Exceptions and Coroutines	1340
3.7 Putting It All Together	1340
4.1 Chapter Overview	1341
4.2 Parameters	1341
4.3 Where You Can Pass Parameters	1341
4.3.1 Passing Parameters in (Integer) Registers	1342
4.3.2 Passing Parameters in FPU and MMX Registers	1345
4.3.3 Passing Parameters in Global Variables	1346
4.3.4 Passing Parameters on the Stack	1347
4.3.5 Passing Parameters in the Code Stream	1351
4.3.6 Passing Parameters via a Parameter Block	1353
4.4 How You Can Pass Parameters	1354
4.4.1 Pass by Value-Result	1354
4.4.2 Pass by Result	1359
4.4.3 Pass by Name	1360
4.4.4 Pass by Lazy-Evaluation	1362
4.5 Passing Parameters as Parameters to Another Procedure	1363
4.5.1 Passing Reference Parameters to Other Procedures	1363
4.5.2 Passing Value-Result and Result Parameters as Parameters	1365
4.5.3 Passing Name Parameters to Other Procedures	1365
4.5.4 Passing Lazy Evaluation Parameters as Parameters	1366
4.5.5 Parameter Passing Summary	1366
4.6 Variable Parameter Lists	1368
4.7 Function Results	1370
4.7.1 Returning Function Results in a Register	1370
4.7.2 Returning Function Results on the Stack	1371
4.7.3 Returning Function Results in Memory Locations	1371
4.7.4 Returning Large Function Results	1372
4.8 Putting It All Together	1372
5.1 Chapter Overview	1375
5.2 Lexical Nesting, Static Links, and Displays	1375
5.2.1 Scope	1375
5.2.2 Unit Activation, Address Binding, and Variable Lifetime	1376
5.2.3 Static Links	1377
5.2.4 Accessing Non-Local Variables Using Static Links	1382
5.2.5 Nesting Procedures in HLA	1384
5.2.6 The Display	1387
5.2.7 The 80x86 ENTER and LEAVE Instructions	1391
5.3 Passing Variables at Different Lex Levels as Parameters.	1394
5.3.1 Passing Parameters by Value	1394
5.3.2 Passing Parameters by Reference, Result, and Value-Result ...	1395
5.3.3 Passing Parameters by Name and Lazy-Evaluation in a Block Structured Language	
1395	
5.4 Passing Procedures as Parameters	1396

5.5 Faking Intermediate Variable Access	1396
5.6 Putting It All Together	1397
6.1 Questions	1399
6.2 Programming Problems	1402
C.1 Introduction	1411
C.1.1 Intended Audience	1411
C.1.2 Readability Metrics	1411
C.1.3 How to Achieve Readability	1412
C.1.4 How This Document is Organized	1413
C.1.5 Guidelines, Rules, Enforced Rules, and Exceptions	1413
C.1.6 Source Language Concerns	1414
C.2 Program Organization	1414
C.2.1 Library Functions	1414
C.2.2 Common Object Modules	1415
C.2.3 Local Modules	1415
C.2.4 Program Make Files	1416
C.3 Module Organization	1417
C.3.1 Module Attributes	1417
C.3.1.1 Module Cohesion	1417
C.3.1.2 Module Coupling	1418
C.3.1.3 Physical Organization of Modules	1418
C.3.1.4 Module Interface	1419
C.4 Program Unit Organization	1420
C.4.1 Routine Cohesion	1420
C.4.2 Routine Coupling	1421
C.4.3 Routine Size	1421
C.5 Statement Organization	1422
C.5.1 Writing “Pure” Assembly Code	1422
C.5.2 Using HLA’s High Level Control Statements	1424
C.6 Comments	1430
C.6.1 What is a Bad Comment?	1430
C.6.2 What is a Good Comment?	1431
C.6.3 Endline vs. Standalone Comments	1432
C.6.4 Unfinished Code	1433
C.6.5 Cross References in Code to Other Documents	1434
C.7 Names, Instructions, Operators, and Operands	1435
C.7.1 Names	1435
C.7.1.1 Naming Conventions	1437
C.7.1.2 Alphabetic Case Considerations	1437
C.7.1.3 Abbreviations	1438
C.7.1.4 The Position of Components Within an Identifier	1439
C.7.1.5 Names to Avoid	1440
C.7.1.6 Special Identifiers	1441
C.7.2 Instructions, Directives, and Pseudo-Opcodes	1442
C.7.2.1 Choosing the Best Instruction Sequence	1442
C.7.2.2 Control Structures	1443
C.7.2.3 Instruction Synonyms	1446

C.8 Data Types	1447
C.8.1 Declaring Structures in Assembly Language	1447
H.1 Conversion Functions	1493
H.2 Numeric Functions	1495
H.3 Date/Time Functions	1498
H.4 Classification Functions	1498
H.5 String and Character Set Functions	1500
H.6 Pattern Matching Functions	1504
H.6.1 String/Cset Pattern Matching Functions	1505
H.6.2 String/Character Pattern Matching Functions	1510
H.6.3 String/Case Insensitive Character Pattern Matching Functions	1514
H.6.4 String/String Pattern Matching Functions	1516
H.6.5 String/Misc Pattern Matching Functions	1517
H.7 HLA Information and Symbol Table Functions	1521
H.8 Compile-Time Variables	1527
H.9 Miscellaneous Compile-Time Functions	1528
J.1 The @TRACE Pseudo-Variable	1533
J.2 The Assert Macro	1536
L.1 The HLA Standard Library	1541
L.2 Compiling to MASM Code -- The Final Word	1542
L.3 The HLA if..then..endif Statement, Part I	1547
L.4 Boolean Expressions in HLA Control Structures	1548
L.5 The JT/JF Pseudo-Instructions	1554
L.6 The HLA if..then..elseif..else..endif Statement, Part II	1554
L.7 The While Statement	1558
L.8 repeat..until	1559
L.9 for..endfor	1559
L.10 forever..endfor	1559
L.11 break, breakif	1559
L.12 continue, continueif	1559
L.13 begin..end, exit, exitif	1559
L.14 foreach..endfor	1559
L.15 try..unprotect..exception..anyexception..endtry, raise	1559

