

| | | |
|------|-------------|---------------|
| 1000 | fd,01,01,13 | add sp,sp,-48 |
| 1004 | 02,11,26,23 | sw ra,44(sp) |
| 1008 | 06,40,07,93 | li a5,100 |
| 1012 | 00,f1,28,23 | sw a5,16(sp) |
| 1016 | 00,a0,07,93 | li a5,10 |
| 1020 | 00,f1,2a,23 | sw a5,20(sp) |
| 1024 | 01,01,07,93 | add a5,sp,16 |
| 1028 | 00,f1,2e,23 | sw a5,28(sp) |
| 1032 | 06,50,07,93 | li a5,101 |
| 1036 | 00,f1,24,23 | sw a5,8(sp) |
| 1040 | 00,f0,07,93 | li a5,15 |
| 1044 | 00,f1,26,23 | sw a5,12(sp) |
| 1048 | 00,81,07,93 | add __,__,_ |
| 1052 | 00,07,85,93 | mv __,__ |
| 1056 | 01,c1,25,03 | lw a0,_____ |
| 1060 | 01,c0,00,ef | jal_____ |
| 1064 | 00,a1,2c,23 | sw a0,_____ |
| 1068 | 01,81,27,83 | lw a5,24(sp) |
| 1072 | 00,07,85,13 | mv a0,a5 |
| 1076 | 02,c1,20,83 | lw ra,44(sp) |
| 1080 | 03,01,01,13 | add sp,sp,48 |
| 1084 | 00,00,00,67 | ret |
| 1088 | fe,01,01,13 | add sp,sp,-32 |
| 1092 | 00,a1,26,23 | sw a0,12(sp) |
| 1096 | 00,b1,24,23 | sw a1,8(sp) |
| 1100 | 00,c1,27,83 | lw a5,12(sp) |
| 1104 | 00,47,a7,03 | lw a4,4(a5) |
| 1108 | 00,81,27,83 | lw a5,8(sp) |
| 1112 | 00,47,a7,83 | lw a5,4(a5) |
| 1116 | 00,f7,07,b3 | add a5,a4,a5 |
| 1120 | 00,f1,2e,23 | sw a5,28(sp) |
| 1124 | 01,c1,27,83 | lw a5,28(sp) |
| 1128 | 00,07,85,13 | mv a0,a5 |
| 1132 | 02,01,01,13 | add sp,sp,32 |
| 1136 | 00,00,00,67 | ret |
| 1140 | 00,00,00,00 | |
| 1144 | 00,00,00,00 | |
| 1148 | 00,00,00,00 | |
| 1152 | 00,00,00,00 | |
| 1156 | 00,00,00,00 | |
| 1160 | 00,00,00,00 | |
| 1164 | 00,00,00,00 | |
| 1168 | 00,00,00,00 | |
| 1172 | 00,00,00,00 | |
| 1176 | 00,00,00,00 | |
| 1180 | 00,00,00,00 | |
| 1184 | 00,00,00,00 | |
| 1188 | 00,00,00,00 | |

```

typedef struct {
    char name[4];
    int price;
} part;

int main(void) {
    int arr[2] = {100, 10};

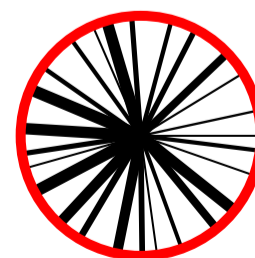
    part *p1 = (part *) arr;
    part p2 = {"e", 15};

    int total = cost(p1, &p2);

    return total;
}

int cost(part *a, part *b) {
    int r = a->price + b->price;
    return r;
}

```



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 file: code/l1-call-function-13.c