

```
#include <stdio.h>
```

```
int main() {  
    int a = 1, b = 2, c; // (1)  
    c = sum(a, b); // (2)  
    return 0;  
}
```

```
int sum(int x, int y) { // (3)  
    int t = x + y; // (4)  
    return t; // (5)  
}
```

```
%include 'io.inc'
```

```
section .text
```

```
global CMAIN
```

```
CMAIN:
```

```
; начало функции CMAIN пропущено
```

```
mov     DWORD [ebp-16],0x1 ; (1)
```

```
mov     DWORD [ebp-12],0x2 ; (2)
```

```
mov     eax,DWORD [ebp-12] ; (3)
```

```
mov     DWORD [esp+4],eax ; (4)
```

```
mov     eax,DWORD [ebp-16] ; (5)
```

```
mov     DWORD [esp],eax ; (6)
```

```
call    sum ; (7)
```

```
mov     DWORD [ebp-8],eax ; (8)
```

```
; конец функции CMAIN пропущен
```

```
global sum
```

```
sum:
```

```
push    ebp ; (9)
```

```
mov     ebp,esp ; (10)
```

```
sub     esp,0x10 ; (11)
```

```
mov     edx,DWORD [ebp+12] ; (12)
```

```
mov     eax,DWORD [ebp+8] ; (13)
```

```
add     eax,edx ; (14)
```

```
mov     DWORD [ebp-4],eax ; (15)
```

```
mov     eax,DWORD [ebp-4] ; (16)
```

```
mov     esp, ebp ; (17)
```

```
pop     ebp ; (18)
```

```
ret ; (19)
```