CMSC313 Project 2 (Simple gdb project) Due 4/19 11:59pm

The purpose of the project is to debug the cmsc313_proj2.asm file using gdb, identify and fix the problem and write a report as described below. The submission for the project will be a pdf file.

The project is executing the same logic as project 1: transferring data from input_buffer to x,y,z,o buffers. There are some bugs introduced in cmsc313_proj2.asm that needs to be debugged.

The following are the expected sections of the project report:

- 1. Introduction: Give a brief description of what the assembly file is doing.
- 2. Problem Statement: Provide a brief description of the problem. Copy and Paste the output of the program to support your claim.
- 3. Debug: Give the full list of gdb commands that are used in gdb session to identify the problem (starting from 'set disassembly-flavor intel'). Among other things, the list should also contain be (a) breakpoints used to go to the 2nd iteration of the loop, (b) print command should be used to show that loop_index value is 1 and (c) x command in gdb should show that expected value in memory doesn't match actual value.
- 4. Proposed Fix: Provide a brief description of how to fix the problem.
- 5. Results: Show that the fix solves the problem. Include the list of changes made to the assembly file and the correct output.

The input buffer values are defined in cmsc313_proj2.c (this information should be used in Section 2):

const int data[] = {53, 33, 38, 85, 153, 133, 138, 185, 253, 233, 238, 585, 38, 383, 94, 11};

The commands to execute the program and to run gdb is as follows (note the extra '-g' option for gcc):

#Assembler/Compiler commands: gcc -c cmsc313_proj2.c -o cmsc313_proj2.c.o nasm -f elf64 -l cmsc313_proj2.lst cmsc313_proj2.asm -o cmsc313_proj2.o gcc cmsc313_proj2.c.o cmsc313_proj2.o -g -o cmsc313_proj2 #Executing the program: ./cmsc313_proj2 #Running gdb: gdb cmsc313_proj2

Details of the gdb commands needed are posted in the gdb lecture notes. This will be reviewed on 4/3 lecture as well.