

In the following problem, you are given the task of reconstructing C code based on some declarations of C structures and unions, and the IA32 assembly code generated when compiling the C code.

Below are the data structure declarations. (Note that this is a single declaration which includes several data structures; they are shown horizontally rather than vertically simply so that they fit on one page.)

```
struct s1 {          struct s2 {          union u1 {
    char a[3];        struct s1 *d;          struct s1 *h;
    union u1 b;        char e;          struct s2 *i;
    int c;             int f[4];        char j;
};                    struct s2 *g;      };
                    };
                
```

You may find it helpful to diagram these data structures in the space below:

### Problem 19. (12 points):

For each IA32 assembly code sequence below on the left, fill in the missing portion of corresponding C source line on the right.

A. proc1: pushl %ebp movl %esp,%ebp movl 8(%ebp),%eax movl 12(%eax),%eax movl %ebp,%esp popl %ebp ret	int proc1(struct s2 *x) { return x->_____ ; }
B. proc2: pushl %ebp movl %esp,%ebp movl 8(%ebp),%eax movl 4(%eax),%eax movl 20(%eax),%eax movl %ebp,%esp popl %ebp ret	int proc2(struct s1 *x) { return x->_____ ; }
C. proc3: pushl %ebp movl %esp,%ebp movl 8(%ebp),%eax movl (%eax),%eax movsbl 4(%eax),%eax movl %ebp,%esp popl %ebp ret	char proc3(union u1 *x) { return x->_____ ; }
D. proc4: pushl %ebp movl %esp,%ebp movl 8(%ebp),%eax movl (%eax),%eax movl 24(%eax),%eax movl (%eax),%eax movsbl 1(%eax),%eax movl %ebp,%esp popl %ebp ret	char proc4(union u1 *x) { return x->_____ ; }