Hand assemble Y86 code from Figure 4.6, p. 346 (also below). Include the following columns in your assembly: address, hex instruction, symbolic address, assembly opcode, assembly operands. Assume assembly starts at address zero.
Due Friday, March 4.

;int Sum(int *Start, int Count)
sum          pushl   %ebp
            rrmovl  %esp,%ebp
            mrmovl  8(%ebp),%ecx       ;ecx = Start
            mrmovl  12(%ebp),%edx      ;edx = Count
            xorl    %eax,%eax           ;sum = 0
            andl    %edx,%edx
            jne     End
Loop        mrmovl  (%ecx),%esi        ;get *Start
            addl    %esi,%eax          ;add to sum
            irmovl  $4,%ebx
            addl    %ebx,%ecx          ;Start++
            irmovl  $-1,%ebx
            addl    %ebx,%edx          ;Count--
            jne     Loop
End         rrmovl  %ebp,%esp
            popl    %ebp
            ret