

Systemová volání ve Windows

Win32 -> NTDLL.DLL -> interrupt 0x2e (KiSystemService export of ntoskrnl.exe) nebo SYSENTER/SYSEXIT resp. SYSCALL/SYSRET (KiFastCallEntry)

```
#include <stdio.h>

int main() {
    const char *myString="Hello!\n";
    __asm{
        push myString
        call printf
        pop eax
    }
    return 0;
}
```

Systemová volání Linux

nastavení EAX, ... a zavolání int 0x80 nebo (od v2.5) SYSENTER/SYSEXIT resp. SYSCALL/SYSRET

```
mov    edx,8 ;message length
mov    ecx,myString ;message to write
mov    ebx,1 ;file descriptor (fd 1 is stdout)
mov    eax,4 ;system call number (number 4 is sys_write)
int    0x80 ;call kernel
; Kernel call return value is in eax-- it'll do as a function return code.
ret
```

```
myString:
db    'Wazzup?',0xa ; our little string, followed by a newline
```