

## Re: Evolution

**Source:** <http://coding.derkeiler.com/Archive/Assembler/alt.lang.asm/2003-11/0287.html>

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hutch@movsd.com (hutch--) wrote in news:af910ce4.0311170459.3492c3a8@posting.google.com:

> *The evolution of assembler.*  
>  
> *The stone age*  
> -----  
> *lea eax, buffer*  
> *push eax*  
> *call szLen*  
> *mov slen, eax*  
>  
>  
> *The bronze age*  
> -----  
> *invoke szLen,ADDR buffer*  
> *mov slen, eax*  
>  
>  
> *The iron age*  
> -----  
> *mov slen, FUNC(szLen,ADDR buffer)*  
>  
> *PS: Does Betov wonder why he is being laughed into oblivion ?*  
>  
> *Regards,*  
>  
> *hutch at movsd dot com*  
>  
>  
> *The MASM age*  
> -----  
> *mov slen, len(ADDR buffer)*

Sorry, few time for playing the fool with a fucky one like you, nevertheless... :

The RosAsm age

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True Assembly:

> *push StringBuffer / call GetLength / mov D\$MyStringLength eax*

or Macro-Assembly:

> *call GetLength StringBuffer / mov D\$MyStringLength eax*

or HLL:

> *D\$MyStringLength = call GetLength StringBuffer*

or even:

> *D\$MyStringLength = GetLength StringBuffer*

No time to explain the details to guys who refuse facts  
(Buzy at the real work).

Betov.

< <http://betov.free.fr/RosAsm.html> >