

Hello,

I added a assembler file named my_strlen.S to my package, the contents of this file are below:

```
.global _my_strlen # Export the symbol _my_strlen
.text             # code section

_my_strlen:

#function prologue
pushq %rbp
movq %rsp, %rbp
movq %rdi, %rsi   # copy the string pointer to %rsi
xorq %rax, %rax   # zero %rax to use as a counter

strlen_loop:
cmpb $0, (%rsi)   # compare byte at %rsi with 0 (null terminator)
je strlen_end    # if zero, end of string reached
incq %rax        # increment counter
incq %rsi        # move to next character
jmp strlen_loop  # repeat loop

strlen_end:

#function epilogue
popq %rbp
ret
```

Since this is AT&T assembler code, it compiled without any problem to a object file using right_click, build and compile option in TheIDE GUI. So far so good.

I then added a C++ file, which has the following content:

```
#include <iostream>

//declare the assembler function
extern "C" size_t my_strlen(const char* str);

int main(int argc, const char *argv[])
{
    const char* message = "Hello from Assembler";
    size_t length = my_strlen(message);
```

```
std::cout << "Message: " << message << std::endl;  
std::cout << "Length: " << length << std::endl;  
return 0;  
}
```

which can also be compiled using the same method as stated before.

Now my question: how do I link those two object files in the GUI? I suppose I have to go to Project menu item, then Custom build steps, but what do I enter in all these fields?

Thanks.
