# COL216 A-3 Write-up

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#### March 2021

## **Problem Interpretation**

### Assumptions

Following are the assumptions which have been considered or given while attempting this assignment:

- Input file is a text file.
- Instruction format follows the MIPS convention. The only valid instructions are- add, sub, mul, beq, bne, slt, j, lw, sw, addi.
- Memory is  $2^{20}$  Bytes and we have 32 registers.
- Only the values printed for registers are in hexadecimal form.
- Each instruction occupies 4 bytes and is executed in one clock cycle.

#### Basic Idea

We have to implement a C++ program which takes a text file as input which contains MIPS Assembly instructions. We read it line by line and tokenize each line appropriately. We then figure out the command and operate accordingly while updating the registers and incriminating clock cycles along with how many times certain operation was called. This information is finally printed. Errors are handled accordingly.

# **Code Explanation**

Following is the list of procedures employed along with their functioning:

- MIPS\_Architecture constructor
- add addition operation
- addi addi operation

- sub subtraction operation
- mul multiplication operation
- op perform the operation
- beq perform the beq operation
- bne perform the bne operation
- bOP implements beq and bne by taking the comparator
- $\bullet$  slt performs slt operation
- j perform the jump operation
- lw perform load word operation
- sw perform store word operation
- locateAddress locates the address
- checkLabel checks if label is valid
- checkRegister checks if the register is a valid one
- checkRegisters checks the validity of all the registers
- handleExit Handles possible errors according to output code
- parseCommand parses one line to figure out the command
- constructCommands parses the entire input file
- executeCommands runs the commands
- $\bullet$   $\mathbf{printRegisters}$  prints clock cycle and values of registers
- main takes file as an input and executes the MIPS commands using all the functions mentioned above

## Testing

We have extensively tested our code broadly on the following test cases

case 1: empty file input

case 2: random input

case 3: for loop

case 4: while loop

case 5: erroneous input