

Task (code)

```
if (i == j)
    f = g + h;
else
    f = g - h;
```

[Assembly]  
Say \$s1 & \$s2  
have i & j

[explain  
side]

```
while (save[i]
      == k)
    i += 1;
```

Say, i, k, save(base) are  
in \$s3, \$s5, \$s6

Ans:

A ~~Label~~ can also be  
an instruction (an empty  
instruction) assembler/  
compiler will read it  
as a jump location.

Loop:

P.T.O