

- ⑤ compiler knows what's where<sup>\*</sup> in memory registers from the table
- ⑥ compiler also know base address from register \$t0 (lets say its stored there)

Now, say we have,

$$a = b + c$$

the 1st available register

(loading b) lw \$s0, 4(\$t0)

(loading c) lw \$s1, 8(\$t0)

add \$s2, \$s0, \$s1

(corresponds to address a)

(store in a in mem)

sw \$s2, 0(\$t0)

→ add 4 to address in t0, & move the value to \$s0.