## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

# **Lab Task:**

Complete the table by solving the bitwise instruction of all Logical gates. Add the code and output of the logical gates to show solution of MASK BITS given in the table.

Logic	Mask	Bits
INPUT VALUE: 2	0	1
AND	0	2
OR	2	-1
NOT	-3	-3
XOR	2	-3
XNOR	-3	2
NOR	-3	0
NAND	-1	-3

## **AND MASK BITS 0**

## **SOLUTION:**

syscall

li \$v0,5

.data
prompt: .asciiz"Enter an integer number : "
result: .asciiz"RESULT: "
.text
.globl main
main:
li \$t0,0x00000000
li \$v0,4
la \$a0,prompt

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

syscall

move \$t1,\$v0

and \$t2,\$t1,\$t0

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t2

li \$v0,1

syscall

li \$v0,10

syscall

# **OUTPUT:**

```
Enter an integer number : 4
RESULT: 0
-- program is finished running --
```

# **AND MASK BITS 1**

# **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

.text

.globl main

main:

li \$t0,0xffffffff

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

li \$v0,4

la \$a0,prompt

syscall

li \$v0,5

syscall

move \$t1,\$v0

and \$t2,\$t1,\$t0

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t2

li \$v0,1

syscall

li \$v0,10

syscall

# **OUTPUT:**

```
Enter an integer number : 2
RESULT: 2
-- program is finished running --
```

## OR MASK BITS 0

# **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

.text

.globl main

main:

li \$t0,0x00000000

li \$v0,4

la \$a0,prompt

syscall

li \$v0,5

syscall

move \$t1,\$v0

or \$t2,\$t1,\$t0

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t2

li \$v0,1

syscall

li \$v0,10

syscall

## **OUTPUT:**

```
Enter an integer number : 2
RESULT: 2
-- program is finished running --
```

# **OR MASK BITS 1**

**OUTPUT:** 

# **Computer Architecture and logic Design Lab**

# AHSAN SAJJD SOLUTION:

## **BIT MANIPULATION INSTRUCTIONS**

.data
prompt: .asciiz"Enter an integer number : "
result: .asciiz"RESULT: "
.text
.globl main
main:
li \$t0,0xffffffff
li \$v0,4
la \$a0,prompt
syscall
li \$v0,5
syscall
move \$t1,\$v0
or \$t2,\$t1,\$t0
li \$v0,4
la \$a0,result
syscall
move \$a0,\$t2
li \$v0,1
syscall
li \$v0,10
syscall

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

```
Enter an integer number : 2
RESULT: -1
-- program is finished running --
```

# **NOT MASK BITS**

# **SOLUTION:**

syscall

```
.data
prompt: .asciiz"Enter an integer number:"
result: .asciiz"RESULT: "
.text
.globl main
main:
la $a0,prompt
li $v0,4
syscall
li $v0,5
syscall
move $t0,$v0
not $t1,$t0
la $a0,result
li $v0,4
syscall
move $a0,$t1
li $v0,1
```

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

li \$v0,10

syscall

# **OUTPUT:**

```
Enter an integer number:2
RESULT: -3
-- program is finished running --
```

# XOR MASK BITS 0

## **SOLUTION:**

la \$a0,result

```
.data
prompt: .asciiz"Enter an integer number : "
result: .asciiz"RESULT: "
.text
.globl main
main:
li $t0,0x00000000
li $v0,4
la $a0,prompt
syscall
li $v0,5
syscall
move $t1,$v0
xor $t2,$t1,$t0
li $v0,4
```

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

syscall

move \$a0,\$t2

li \$v0,1

syscall

li \$v0,10

syscall

## **OUTPUT:**

```
Enter an integer number : 2
RESULT: 2
-- program is finished running --
```

# **XOR MASK BITS 1**

# **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

.text

.globl main

main:

li \$t0,0xffffffff

li \$v0,4

la \$a0,prompt

syscall

li \$v0,5

syscall

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

move \$t1,\$v0

xor \$t2,\$t1,\$t0

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t2

li \$v0,1

syscall

li \$v0,10

syscall

## **OUTPUT:**

```
Enter an integer number : 2
RESULT: -3
-- program is finished running --
```

## **XNOR MASK BITS 0**

## **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

.text

.globl main

main:

li \$t0,0x00000000

li \$v0,4

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

la \$a0,prompt

syscall

li \$v0,5

syscall

move \$t1,\$v0

xor \$t2,\$t1,\$t0

not \$t1,\$t2

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t1

li \$v0,1

syscall

li \$v0,10

syscall

# **OUTPUT:**

```
Enter an integer number : 2

RESULT: -3

-- program is finished running --
```

# **XNOR MASK BITS 1**

# **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

.text

.globl main

main:

li \$t0,0xffffffff

li \$v0,4

la \$a0,prompt

syscall

li \$v0,5

syscall

move \$t1,\$v0

xor \$t2,\$t1,\$t0

not \$t1,\$t2

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t1

li \$v0,1

syscall

li \$v0,10

syscall

## **OUTPUT:**

```
Enter an integer number : 2
RESULT: 2
-- program is finished running --
```

# **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

# BIT MANIPULATION INSTRUCTIONS $\underline{NOR\ MASK\ BITS\ 0}$

# **SOLUTION:**

.data
prompt: .asciiz"Enter an integer number : "
result: .asciiz"RESULT: "
.text
.globl main
main:
li \$t0,0x00000000
li \$v0,4
la \$a0,prompt
syscall
li \$v0,5
syscall
move \$t1,\$v0
nor \$t2,\$t1,\$t0
li \$v0,4
la \$a0,result
syscall
move \$a0,\$t2
li \$v0,1
syscall
li \$v0,10
syscall

## **Computer Architecture and logic Design Lab**

# AHSAN SAJJD OUTPUT:

## **BIT MANIPULATION INSTRUCTIONS**

```
Enter an integer number : 2
RESULT: -3
-- program is finished running --
```

# **NOR MASK BITS 1**

# **SOLUTION:**

```
.data
prompt: .asciiz"Enter an integer number : "
result: .asciiz"RESULT: "
.text
.globl main
main:
li $t0,0xffffffff
li $v0,4
la $a0,prompt
syscall
li $v0,5
syscall
move $t1,$v0
nor $t2,$t1,$t0
li $v0,4
la $a0,result
syscall
move $a0,$t2
```

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

li \$v0,1

syscall

li \$v0,10

syscall

# **OUTPUT:**

```
Enter an integer number : 2

RESULT: 0

-- program is finished running --
```

## NAND MASK BITS 0

## **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

.text

.globl main

main:

li \$t0,0x00000000

li \$v0,4

la \$a0,prompt

syscall

li \$v0,5

syscall

move \$t1,\$v0

and \$t2,\$t1,\$t0

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

not \$t1,\$t2

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t1

li \$v0,1

syscall

li \$v0,10

syscall

## **OUTPUT:**

```
Enter an integer number : 2

RESULT: -1
-- program is finished running --
```

# NAND MASK BITS 1

## **SOLUTION:**

.data

prompt: .asciiz"Enter an integer number : "

result: .asciiz"RESULT: "

.text

.globl main

main:

li \$t0,0xffffffff

li \$v0,4

la \$a0,prompt

## **Computer Architecture and logic Design Lab**

## **AHSAN SAJJD**

## **BIT MANIPULATION INSTRUCTIONS**

syscall

li \$v0,5

syscall

move \$t1,\$v0

and \$t2,\$t1,\$t0

not \$t1,\$t2

li \$v0,4

la \$a0,result

syscall

move \$a0,\$t1

li \$v0,1

syscall

li \$v0,10

syscall

## **OUTPUT:**

```
Enter an integer number : 2
RESULT: -3
-- program is finished running --
```