

```
add $a1, $v0, 0      #store groceries in s1
```

bgt \$a1, \$s2, errortoomanygroceries

blt \$s1, \$s4, start

la \$a0, PriceArray #initializ fillpricearray

li \$t6, 1

jal fillPriceArray #jump and link to fill price array

addi \$t2, \$v1, 0

couponentry:

li \$v0, 4

la \$a0, numberCoupons

syscall

li \$v0, 5

syscall

bgt \$v0, \$a1, errortoomanycoupons

blt \$v0, \$a1, couponentry

addi \$a1, \$v0, 0

li \$t3, 0

la \$s0, PriceArray

la \$s1, CouponArray

li \$v1, 0

li \$t6, 1

jal fillCouponArray

addi \$t4, \$v1, 0

li \$v0, 4

la \$a0, total

syscall

sub \$t3, \$t2, \$t4

li \$v0, 1

addi \$a0, \$t3, 0

syscall

j done

fillCouponArray:

beq \$a1, \$t3, back

li \$v0, 4

la \$a0, discount

syscall

li \$v0, 1

addi \$a0, \$t6, 0

syscall

li \$v0, 4

la \$a0, colon

syscall

li \$v0, 5

syscall

add \$t8, \$v0, 0

lw \$t7, 0(\$s0)

bge \$t8, \$t7, declined

bgt \$t8, \$s3, declined

add \$v1, \$v1, \$t9

sw \$t0, 0(\$s1)

addi \$s1, \$s1, 4

addi \$s0, \$s0, 4

add \$t3, \$t3, 1

addi \$t6, \$t6, 1

j fillCouponArray

fillPriceArray:

beq \$a1, \$t1, back

li \$v0, 4

la \$a0, price

syscall

li \$v0, 1

addi \$a0, \$t6, 0

syscall

li \$v0, 5

syscall

addi \$t8, \$v0, 0

add \$v1, \$v1, \$t8

sw \$t8, 0(\$s0)

addi \$s0, \$s0, 4

addi \$t1, \$t1, 1

addi \$t6, \$t6, 1

j fillPriceArray

back:

jr \$ra

done:

li \$v0, 4

la \$a0, nextLine

syscall

li \$v0, 4

la \$a0, thanks

syscall

li \$v0, 10

syscall

errortoomanygroceries:

li \$v0, 4

la \$a0, toomanygroceries

syscall

j start

errortoomanycoupons:

li \$v0, 4

la \$a0, toomanycoupons

syscall

j couponentry

errordeclined:

li \$v0, 4

la \$a0, declined

syscall

addi \$s1, \$s1, 4

addi \$s0, \$s0, 4

addi \$t6, \$t6, 1

addi \$t3, \$t3, 1

j fillCouponArray