Assignment 1: Computer Architecture

Introduction

This assignment is about assembly language programming using the MIPS simulator called SPIM. User of SPIM was covered in a Friday tutorial session, but if you missed it there are many resources available on the Internet (e.g., https://www.youtube.com/watch?v=r8WcV7AiLXs). To learn the basics of assembly language programming, read the appendix from Patterson+Hennessy and try out the sample programs, both posted to resources.

Question 1

Write a SPIM program which for a user entered integer, determines all its one-digit-positive devisors (strictly less than 10) but not 1.

Sample I/O:

```
Enter a number:
51840
The single digit divisors are:
2
3
4
5
6
8
9
```

Save your program as **question1** .asm

Question 2

Assume a user wants to classify numbers in terms of whether they are "divisible by 2", "divisible 3", "both visible by 2 and 3" and "neither divisible by 2 nor 3". Clearly for each integer, **only one** of the classes is **most** accurate.

Write a SPIM program which allows a user to enter 5 integers and for each of them, determines which of the mentioned classes it belongs to.

Sample I/O:

```
Enter a number: 58

It is divisible by 2

Enter a number: 12

It is divisible by both 2 and 3

Enter a number: 17

It is neither divisible by 2 not 3

Enter a number: 123

It is divisible by 3

Enter a number: 222

It is divisible by both 2 and 3
```

Save your program as question2 .asm

Question 3

Write a SPIM program to find weather two numbers are relatively prime.

Two integers are said to be relatively prime if there is no integer greater than one that divides them both.

Sample I/O:

```
Enter the first number:

14
Enter the second number:

15
The entered numbers are not relatively prime.

Sample I/O:
Enter the first number:

12
Enter the second number:

15
The entered numbers are relatively prime.
```

Save your program as **question3** .asm

Submit ALL asm files in a single ZIP file to the Automatic Marker.

Mark Weighting

- Question 1: 30
- Question 2: 30
- Question 3: 40