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###############################################################################
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# Class:   CS2318-260 (Assembly Language, Spring 2018)
# Subject: Assignment 3 Part 1
# Date:    April 11, 2018
###############################################################################
# MIPS assembly language translation of a given C++ program that, except for the
# main function, involves "trivial" functions each of which:
# - is a leaf function
# - does not require local storage (on the stack)
# NOTES:
# - "does not require local storage" means each (leaf) function
#   -- does not need memory on the stack for local variables (including arrays)
#   -- WILL NOT use any callee-saved registers ($s0 through $s7)
# - meant as an exercise for familiarizing w/ the
#   -- basics of MIPS' function-call mechanism
#   -- how-to's of pass-by-value & pass-by-address when doing functions in MIPS
# - does NOT adhere to yet-to-be-studied function-call convention (which is
#   needed when doing functions in general, not just "trivial" functions)
# - main (being the only non-"trivial" function & an unavoidable one) will in
#   fact violate the yet-to-be-studied function-call convention
#   -- due to this, each of the functions that main calls MUST TAKE ANOMALOUS
#      CARE not to "clobber" the contents of registers that main uses & expects
#      to be preserved across calls
#   -- experiencing the pains and appreciating the undesirability of having to
#      deal with the ANOMALOUS SITUATION (due to the non-observance of any
#      function-call convention that governs caller-callee relationship) should
#      help in understanding why some function-call convention must be defined
#      and observed
###############################################################################
# Algorithm used:
# Given C++ program (Assign03P1.cpp)
###############################################################################
# Sample test run:
##################
#
# vals to do? 4
# enter an int: 1
# enter an int: 2
# enter an int: 3
# enter an int: 4
# initial:
# 1 2 3 4
# flipped:
# 4 3 2 1
# do more? y
# vals to do? 0
# 0 is bad, make it 1
# enter an int: 5
# initial:
# 5
# flipped:
# 5
# do more? y
# vals to do? 8
# 8 is bad, make it 7
# enter an int: 7
# enter an int: 6
# enter an int: 5
# enter an int: 4
# enter an int: 3
# enter an int: 2
# enter an int: 1
# initial:
# 7 6 5 4 3 2 1
# flipped:
# 1 2 3 4 5 6 7
```

```
# do more? n
# -- program is finished running --
################################################################################
# int  GetOneIntByVal(const char vtdPrompt[]);
# void GetOneIntByAddr(int* intVarToPutInPtr,const char entIntPrompt[]);
# void GetOneCharByAddr(char* charVarToPutInPtr, const char prompt[]);
# void ValidateInt(int* givenIntPtr, int minInt, int maxInt, const char msg[]);
# void SwapTwoInts(int* intPtr1, int* intPtr2);
# void ShowIntArray(const int array[], int size, const char label[]);
#
#int main()
#{
                        .text
                        .globl main
main:
#   int intArr[7];
#   int valsToDo;
#   char reply;
#   char vtdPrompt[] = "vals to do? ";
#   char entIntPrompt[] = "enter an int: ";
#   char adjMsg[] = " is bad, make it ";
#   char initLab[] = "initial:\n";
#   char flipLab[] = "flipped:\n";
#   char dmPrompt[] = "do more? ";
#   int i, j;
#################
# Register Usage:
#################
# $t0: register holder for a value
# $t1: i
# $t2: j
#################
                        addiu $sp, $sp, -109
                        j StrInitCode            # clutter-reduction jump (string initialization)
endStrInit:
#   do
#   {
begWBodyM1:
                        li $a0, '\n'
                        li $v0, 11
                        syscall                  # '\n' to offset effects of syscall #12 drawback
#      valsToDo = GetOneIntByVal(vtdPrompt);

####################(3)####################
                        addi $a0, $sp, 81
                        jal GetOneIntByVal
                        sw $v0, 49($sp)

#      ValidateInt(&valsToDo, 1, 7, adjMsg);

####################(4)####################
                        addi $a0, $sp, 49
                        li $a1, 1
                        li $a2, 7
                        addi $a3, $sp, 53

                        jal ValidateInt
#      for (i = valsToDo; i > 0; --i)

####################(1)####################
                        lw $t1, 4# $t1 is i
                        j FTestM1
begFBodyM1:
#         if (i & 1) // i is odd
                        andi $t0, $t1, 1
                        beqz $t0, ElseI1
#  intArr[valsToDo - i] = GetOneIntByVal(entIntPrompt);
```

```
####################(8)####################
                        addi $a0, $sp, 94
                        jal GetOneIntByVal
                        lw $t3, 49($sp)          # valsToDo
                        sub $t0, $t3, $t1
                        sll $t0, $t0, 2          # valsToDo - i
                        addi $t3, $sp, 1         # $t3 has address of intArr[]
                        add $t3, $t3, $t0
                        sw $v0, 0($t3)           # store value into intArr[]
                        j endI1
#         else // i is even
ElseI1:
#            GetOneIntByAddr(intArr + valsToDo - i, entIntPrompt);

####################(7)####################
                        lw $a0, 49($sp)
                        sub $a0, $a0, $t1
                        sll $a0, $a0, 2
                        addi $a0, $a0, 1
                        add $a0, $a0, $sp
                        addi $a1, $sp, 94
                        jal GetOneIntByAddr

endI1:
                        addi $t1, $t1, -1
FTestM1:
                        bgtz $t1, begFBodyM1
#      ShowIntArray(intArr, valsToDo, initLab);

####################(3)####################
                        addi $a0, $sp, 1
                        lw $a1, 49($sp)
                        addi $a2, $sp, 71
                        jal ShowIntArray

#      for (i = 0, j = valsToDo - 1; i < j; ++i, --j)
####################(3)####################
                        li $t1, 0                # $t2 is i
                        lw $t0, 49($sp)
                        addi $t2, $t0, -1        # $t2 is j and has valsToDo - 1
                        j FTestM2
begFBodyM2:
#         SwapTwoInts(intArr + i, intArr + j);

####################(5)####################
                        addi $t3, $sp, 1         # $t3 has address of intArr[ ]
                        sll $t0, $t1, 2
                        add $a0, $t3, $t0        # add addr and i
                        sll $t0, $t2, 2
                        add $a1, $t3, $t0        # add addr and j

                        jal SwapTwoInts

                        addi $t1, $t1, 1
                        addi $t2, $t2, -1
FTestM2:
                        blt $t1, $t2, begFBodyM2
#      ShowIntArray(intArr, valsToDo, flipLab);

####################(3)####################
                        addi $a0, $sp, 1
                        lw $a1, 49($sp)
                        addi $a2, $sp, 39
                        jal ShowIntArray

#      GetOneCharByAddr(&reply, dmPrompt);
```

```
####################(2)####################
                        addi $a0, $sp, 0
                        addi $a1, $sp, 29
                        jal GetOneCharByAddr
#   }
#   while (reply != 'n' && reply != 'N');

####################(1)####################
                        lb $v1, 0($sp)
                        li $t0, 'n'
                        beq $v1, $t0, endWhileM1
                        li $t0, 'N'
                        bne $v1, $t0, begWBodyM1
endWhileM1:                                     # extra helper label added

#   return 0;
#}
                        addiu $sp, $sp, 109
                        li $v0, 10
                        syscall

################################################################################
#int GetOneIntByVal(const char prompt[])
#{
GetOneIntByVal:
#   int oneInt;
#   cout << prompt;
                        li $v0, 4
                        syscall
#   cin >> oneInt;
                        li $v0, 5
                        syscall
#   return oneInt;
#}
                        jr $ra

################################################################################
#void GetOneIntByAddr(int* intVarToPutInPtr, const char prompt[])
#{
GetOneIntByAddr:
#   cout << prompt;
                        move $t0, $a0           # $t0 has saved copy of $a0 as received
                        move $a0, $a1
                        li $v0, 4
                        syscall
#   cin >> *intVarToPutInPtr;
                        li $v0, 5
                        syscall
                        sw $v0, 0($t0)
#}
                        jr $ra

################################################################################
#void ValidateInt(int* givenIntPtr, int minInt, int maxInt, const char msg[])
#{
ValidateInt:
#################
# Register Usage:
#################
# $t0: copy of arg1 ($a0) as received
# $v1: value loaded from mem (*givenIntPtr)
#################
                        move $t0, $a0           # $t0 has saved copy of $a0 as received
#   if (*givenIntPtr < minInt)
#   {
                        lw $v1, 0($t0)          # $v1 has *givenIntPtr
```

```
                        bge $v1, $a1, ElseVI1
#       cout << *givenIntPtr << msg << minInt << endl;
                        move $a0, $v1
                        li $v0, 1
                        syscall
                        move $a0, $a3
                        li $v0, 4
                        syscall
                        move $a0, $a1
                        li $v0, 1
                        syscall
                        li $a0, '\n'
                        li $v0, 11
                        syscall
#       *givenIntPtr = minInt;
                        sw $a1, 0($t0)
                        j endIfVI1
#   }
#   else
#   {
ElseVI1:
#       if (*givenIntPtr > maxInt)
#       {
                        ble $v1, $a2, endIfVI2
#          cout << *givenIntPtr << msg << maxInt << endl;
                        move $a0, $v1
                        li $v0, 1
                        syscall
                        move $a0, $a3
                        li $v0, 4
                        syscall
                        move $a0, $a2
                        li $v0, 1
                        syscall
                        li $a0, '\n'
                        li $v0, 11
                        syscall
#          *givenIntPtr = maxInt;
                        sw $a2, 0($t0)
#       }
endIfVI2:
#   }
endIfVI1:
#}
                        jr $ra

################################################################################
#void ShowIntArray(const int array[], int size, const char label[])
#{
ShowIntArray:
#################
# Register Usage:
#################
# $t0: copy of arg1 ($a0) as received
# $a3: k
# $v1: value loaded from mem (*givenIntPtr)
#################
                        move $t0, $a0            # $t0 has saved copy of $a0 as received
#   cout << label;
                        move $a0, $a2
                        li $v0, 4
                        syscall
#   int k = size;
                        move $a3, $a1
                        j WTestSIA
#   while (k > 0)
#   {
```

```
begWBodySIA:
#       cout << array[size - k] << ' ';
                          sub $v1, $a1, $a3         # $v1 gets (size - k)
                          sll $v1, $v1, 2           # $v1 now has 4*(size - k)
                          add $v1, $v1, $t0         # $v1 now has &array[size - k]
                          lw $a0, 0($v1)            # $a0 has array[size - k]
                          li $v0, 1
                          syscall
                          li $a0, ' '
                          li $v0, 11
                          syscall
#       --k;
                          addi $a3, $a3, -1
#   }
WTestSIA:
                          bgtz $a3, begWBodySIA
#   cout << endl;
                          li $a0, '\n'
                          li $v0, 11
                          syscall
#}
                          jr $ra

################################################################################
#void SwapTwoInts(int* intPtr1, int* intPtr2)
#{
SwapTwoInts:
#################
# Register Usage:
#################
# $t0: value of intPtr1 ($a0)
# $v1: value loaded from  intPtr2 ($a1)
#################
#   int temp = *intPtr1;
#  *intPtr1 = *intPtr2;
#   *intPtr2 = temp;

####################(4)####################
                          lw $t0, 0($a0)            #$t0 holds value at $a0
                          lw $v1, 0($a1)            #$v1 holds value at $a1
                          sw $v1, 0($a0)            #$v1 stored into $a0
                          sw $t0, 0($a1)            #$t0 stored into $a1
#
                          jr $ra

################################################################################
#void GetOneCharByAddr(char* charVarToPutInPtr, const char prompt[])
#{
GetOneCharByAddr:
#################
# Register Usage:
#################
# $t3: holds addr of charPtr (to avoid clobbering)
#################
#   cout << prompt;
#   cin >> *charVarToPutInPtr;

####################(7)####################
                          move $t3, $a0             #protect $a0
                          move $a0, $a1
                          li $v0, 4
                          syscall                   #print char prompt
                          li $v0, 12
                          syscall                   #read char
                          sb $v0, 0($t3)            #store char to addr
#}
                          jr $ra
```

```
#############################################################################
StrInitCode:
#################
# "bulky & boring" string-initializing code move off of main stage
#############################################################################
                li $t0, 'd'
                sb $t0, 29($sp)
                li $t0, 'o'
                sb $t0, 30($sp)
                li $t0, ' '
                sb $t0, 31($sp)
                li $t0, 'm'
                sb $t0, 32($sp)
                li $t0, 'o'
                sb $t0, 33($sp)
                li $t0, 'r'
                sb $t0, 34($sp)
                li $t0, 'e'
                sb $t0, 35($sp)
                li $t0, '?'
                sb $t0, 36($sp)
                li $t0, ' '
                sb $t0, 37($sp)
                li $t0, '\0'
                sb $t0, 38($sp)
                li $t0, 'f'
                sb $t0, 39($sp)
                li $t0, 'l'
                sb $t0, 40($sp)
                li $t0, 'i'
                sb $t0, 41($sp)
                li $t0, 'p'
                sb $t0, 42($sp)
                li $t0, 'p'
                sb $t0, 43($sp)
                li $t0, 'e'
                sb $t0, 44($sp)
                li $t0, 'd'
                sb $t0, 45($sp)
                li $t0, ':'
                sb $t0, 46($sp)
                li $t0, '\n'
                sb $t0, 47($sp)
                li $t0, '\0'
                sb $t0, 48($sp)
                li $t0, ' '
                sb $t0, 53($sp)
                li $t0, 'i'
                sb $t0, 54($sp)
                li $t0, 's'
                sb $t0, 55($sp)
                li $t0, ' '
                sb $t0, 56($sp)
                li $t0, 'b'
                sb $t0, 57($sp)
                li $t0, 'a'
                sb $t0, 58($sp)
                li $t0, 'd'
                sb $t0, 59($sp)
                li $t0, ','
                sb $t0, 60($sp)
                li $t0, ' '
                sb $t0, 61($sp)
                li $t0, 'm'
                sb $t0, 62($sp)
                li $t0, 'a'
```

```
sb $t0, 63($sp)
li $t0, 'k'
sb $t0, 64($sp)
li $t0, 'e'
sb $t0, 65($sp)
li $t0, ' '
sb $t0, 66($sp)
li $t0, 'i'
sb $t0, 67($sp)
li $t0, 't'
sb $t0, 68($sp)
li $t0, ' '
sb $t0, 69($sp)
li $t0, '\0'
sb $t0, 70($sp)
li $t0, 'i'
sb $t0, 71($sp)
li $t0, 'n'
sb $t0, 72($sp)
li $t0, 'i'
sb $t0, 73($sp)
li $t0, 't'
sb $t0, 74($sp)
li $t0, 'i'
sb $t0, 75($sp)
li $t0, 'a'
sb $t0, 76($sp)
li $t0, 'l'
sb $t0, 77($sp)
li $t0, ':'
sb $t0, 78($sp)
li $t0, '\n'
sb $t0, 79($sp)
li $t0, '\0'
sb $t0, 80($sp)
li $t0, 'v'
sb $t0, 81($sp)
li $t0, 'a'
sb $t0, 82($sp)
li $t0, 'l'
sb $t0, 83($sp)
li $t0, 's'
sb $t0, 84($sp)
li $t0, ' '
sb $t0, 85($sp)
li $t0, 't'
sb $t0, 86($sp)
li $t0, 'o'
sb $t0, 87($sp)
li $t0, ' '
sb $t0, 88($sp)
li $t0, 'd'
sb $t0, 89($sp)
li $t0, 'o'
sb $t0, 90($sp)
li $t0, '?'
sb $t0, 91($sp)
li $t0, ' '
sb $t0, 92($sp)
li $t0, '\0'
sb $t0, 93($sp)
li $t0, 'e'
sb $t0, 94($sp)
li $t0, 'n'
sb $t0, 95($sp)
li $t0, 't'
sb $t0, 96($sp)
```

```
li $t0, 'e'
sb $t0, 97($sp)
li $t0, 'r'
sb $t0, 98($sp)
li $t0, ' '
sb $t0, 99($sp)
li $t0, 'a'
sb $t0, 100($sp)
li $t0, 'n'
sb $t0, 101($sp)
li $t0, ' '
sb $t0, 102($sp)
li $t0, 'i'
sb $t0, 103($sp)
li $t0, 'n'
sb $t0, 104($sp)
li $t0, 't'
sb $t0, 105($sp)
li $t0, ':'
sb $t0, 106($sp)
li $t0, ' '
sb $t0, 107($sp)
li $t0, '\0'
sb $t0, 108($sp)
j endStrInit
```