

# Computer Architecture

## Exercise 2 MARS

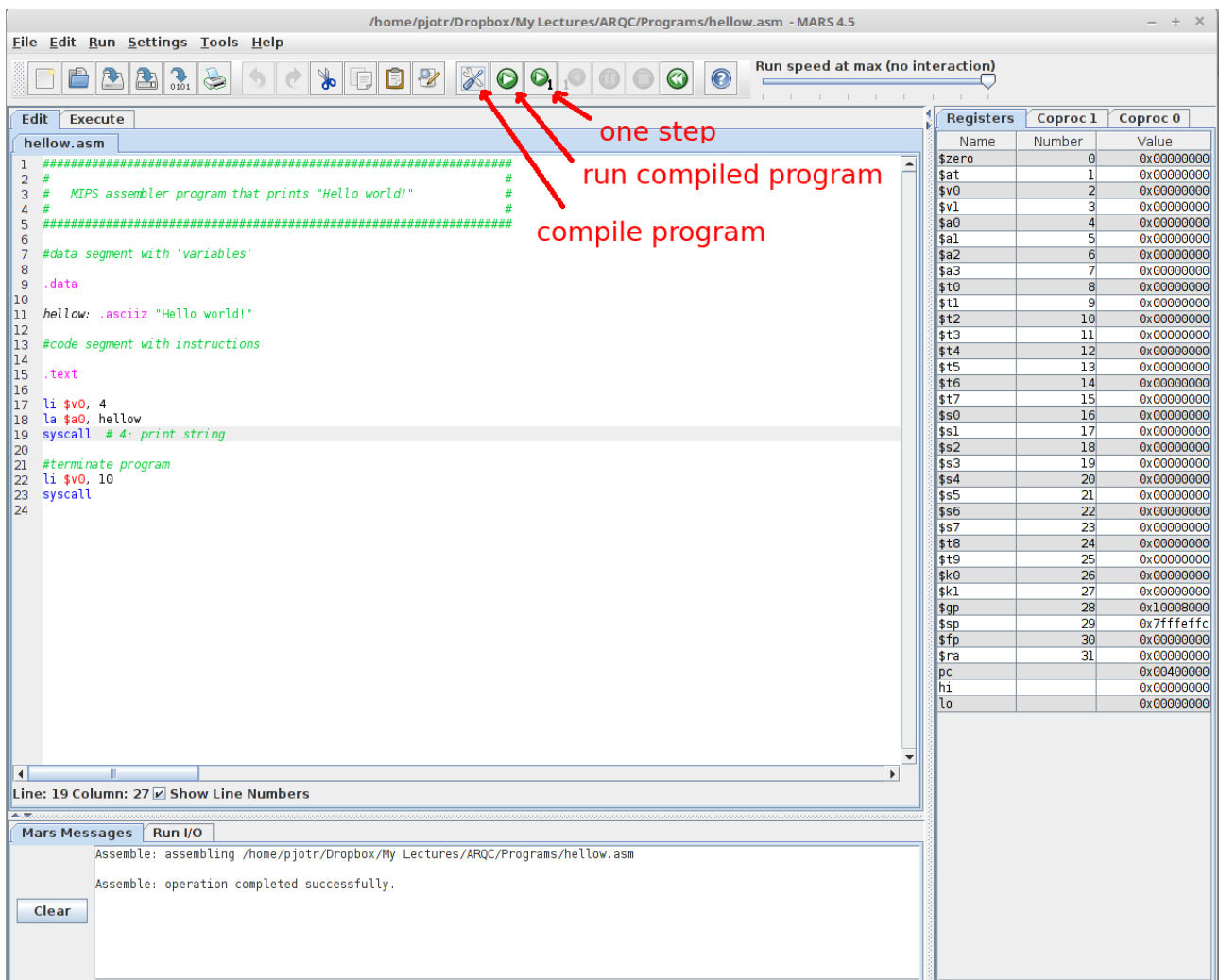
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Mars4\_5.jar

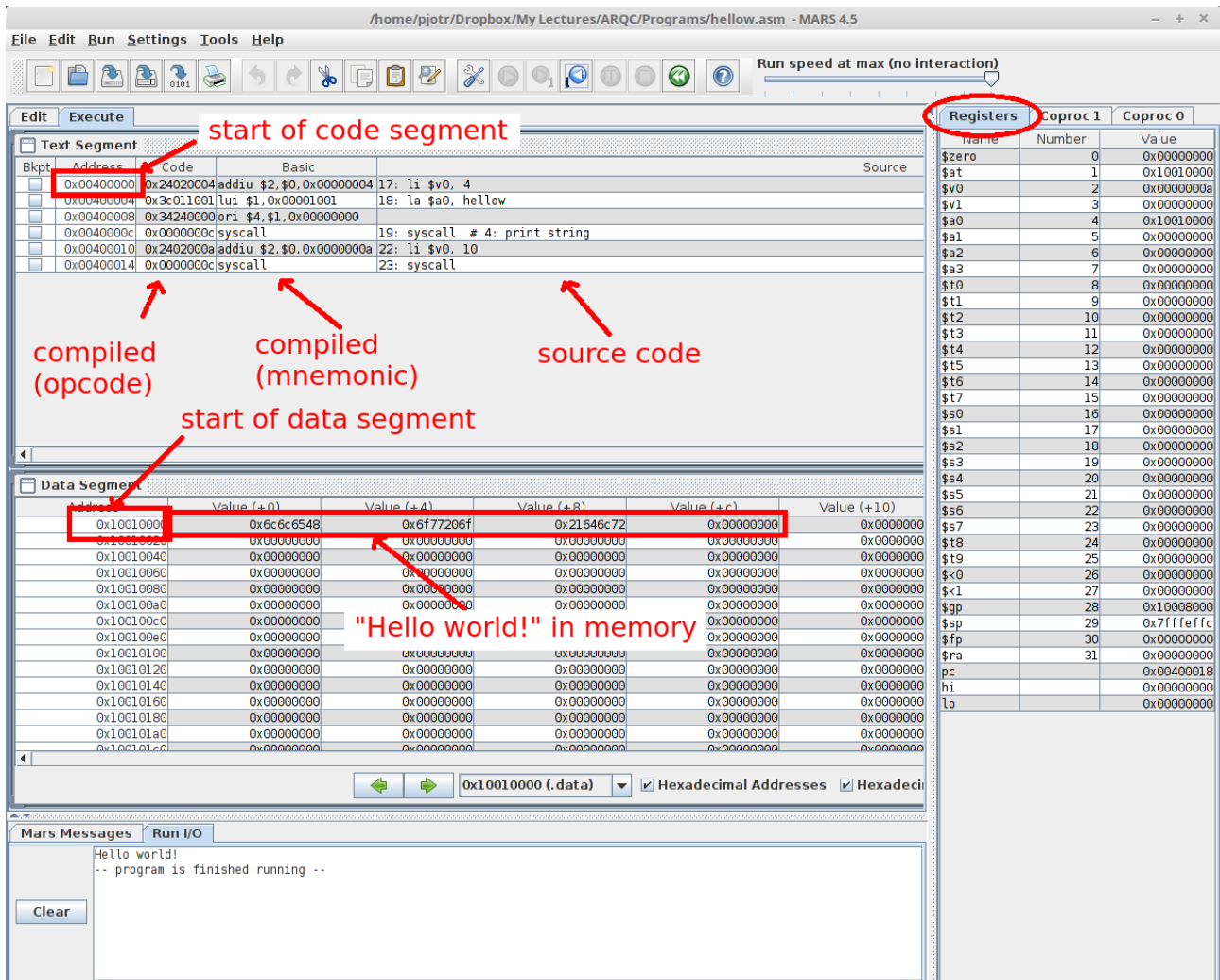
Download the MIPS emulator environment MARS 4.5

This is a java runtime archive that can be run in any place. Linux/Windows, etc. Does not have to be installed.



The above shows MARS with a MIPS program `hellow.asm`.

Note the editor window and the compiler messages and I/O window.



Recognize the code segment (called text segment here) and the data segment. (Thus a separation of instruction codes and data!). Note also the source code (with MIPS instructions and pseudo-instructions), the pre-compiled code (MIPS only) and the final machine-language code,

On the right is the status of the processor registers.

On the bottom the I/O window.

See the appendix for the instruction set of MIPS.

Input/output we can do by calling operating system functions, 'syscalls'. See the appendix about the syscalls.

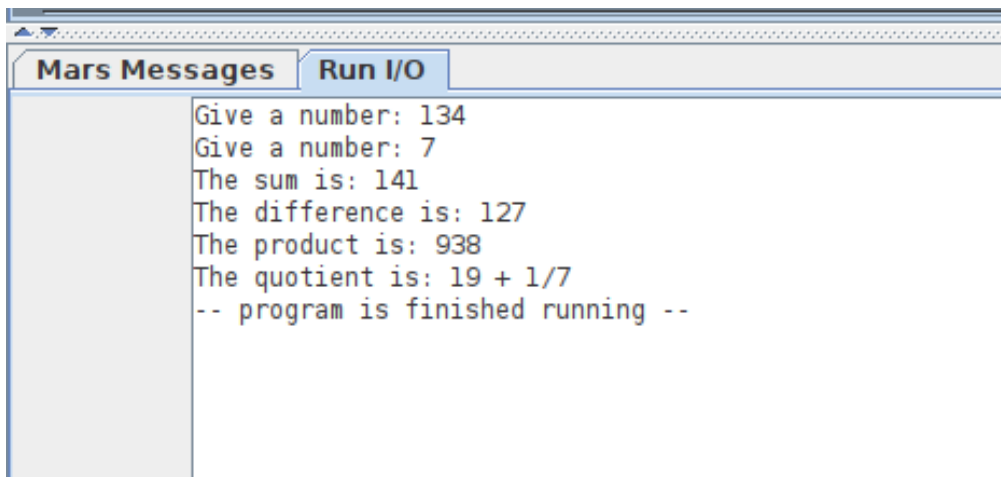
An example: to print an integer:

- place the integer into register \$a0
- place 1 in register \$v0
- syscall

Note: the final syscall: to terminate the program nicely we use `syscall 10`.

Write a MIPS program that prints "Hello world!"

Write a MIPS program that asks two numbers and prints their sum, difference, product and quotient.



The screenshot shows a window titled "Mars Messages" with a "Run I/O" button. The output text is as follows:

```
Give a number: 134
Give a number: 7
The sum is: 141
The difference is: 127
The product is: 938
The quotient is: 19 + 1/7
-- program is finished running --
```