

```

.data

hellow: .asciiz "Hello world!\n"

.text

main:
    jal printhello
    jal printhello
    jal printhello

    li $v0, 10
    syscall

##### FUNCTIONS #####

printhello:
    li $v0, 4
    la $a0, hellow
    syscall
    jr $ra      # return

```

```

.data

newline: .asciiz "\n"

.text

main:
    li $t0, 1

loop:
    bgt $t0, 10, ready
    move $a0, $t0
    jal square
    move $a0, $v0
    li $v0, 1
    syscall
    li $v0, 4
    la $a0, newline
    syscall
    addi $t0, $t0, 1
    j loop

ready:
    li $v0, 10
    syscall

##### FUNCTIONS #####

square:
#####
#   Square of argument                               #
#   Input:   $a0: int                                #
#   Output:  $v0: int                                #
#####
    mul $v0, $a0, $a0
    jr $ra    # return

```

```

##### MACROS: #####

.macro prints (%p) ## print string %p ##
    li $v0, 4
    la $a0, %p
    syscall
.end_macro

.macro printLF ## print newline ##
    prints newline
.end_macro

.macro printintln (%p) ## print as integer ##
    move $a0, %p
    li $v0, 1
    syscall
    printLF
.end_macro

.macro boe (%p1, %p2) ## branch-on-even ##
    and $at, %p1, 1
    beqz $at, %p2
.end_macro

.macro returnToOS ## return to OS ##
    li $v0, 10
    syscall
.end_macro

##### DATA SEGMENT: #####

.data

newline: .asciiz "\n"

##### CODE SEGMENT: #####

.text

##### MAIN: #####

main:
    li $t0, 1          # $t0: 'i'

loop:                  # for ($t0=1; $t0<=10; $t0++)
    bgt $t0, 10, exitloop
    boe $t0, continue  # if ($t0%2==0) continue;
    move $a0, $t0
    jal square         # $v0 = square($a0);
    printintln $v0     # printf("%d\n", $v0);
continue:
    addi $t0, $t0, 1   # $t0++;
    j loop
exitloop:
    returnToOS         # back to OS

##### FUNCTIONS: #####

square:
#####
# Square of argument          #
# Input:  $a0: int            #
# Output: $v0: int            #
#####
    mul $v0, $a0, $a0
    jr $ra              # return

```