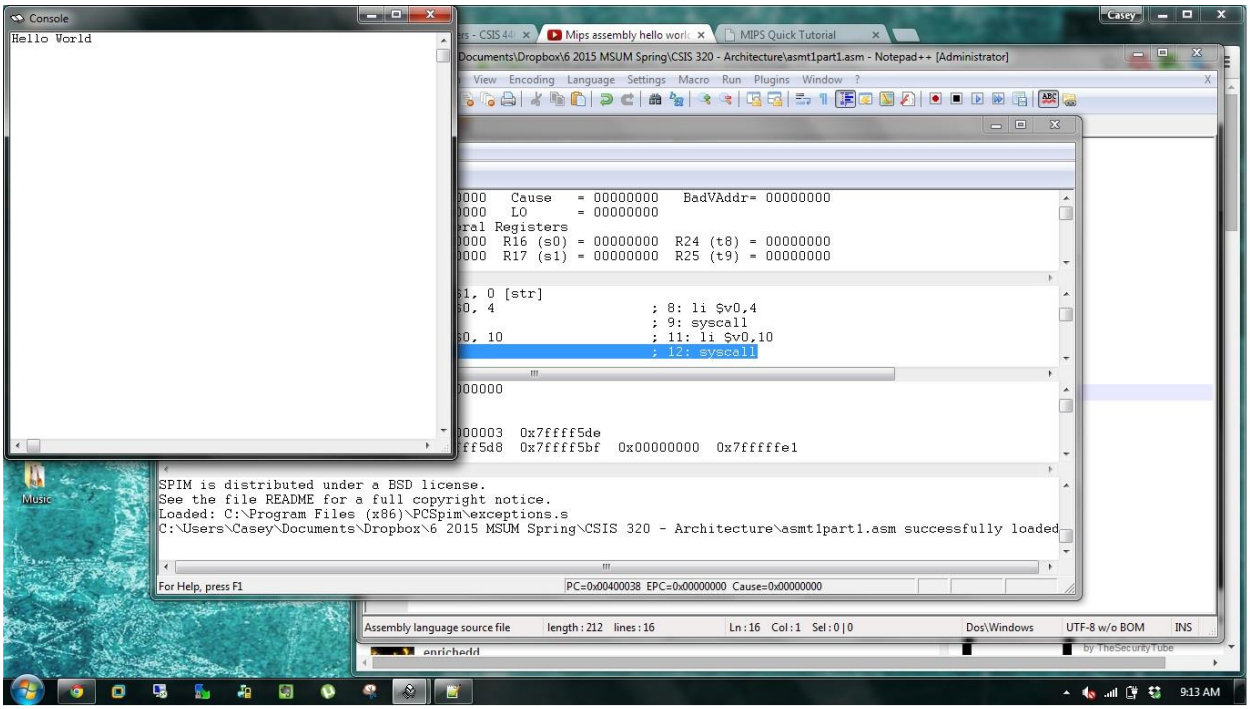
1

```
# Mips assembly hello world program PCSpim
# https://www.youtube.com/watch?v=8dyibkAtaTM

main:
	.text

	la $a0,str
	li $v0,4
	syscall

	li $v0,10
	syscall

		.data
str:	.asciiz "Hello World\n"
```

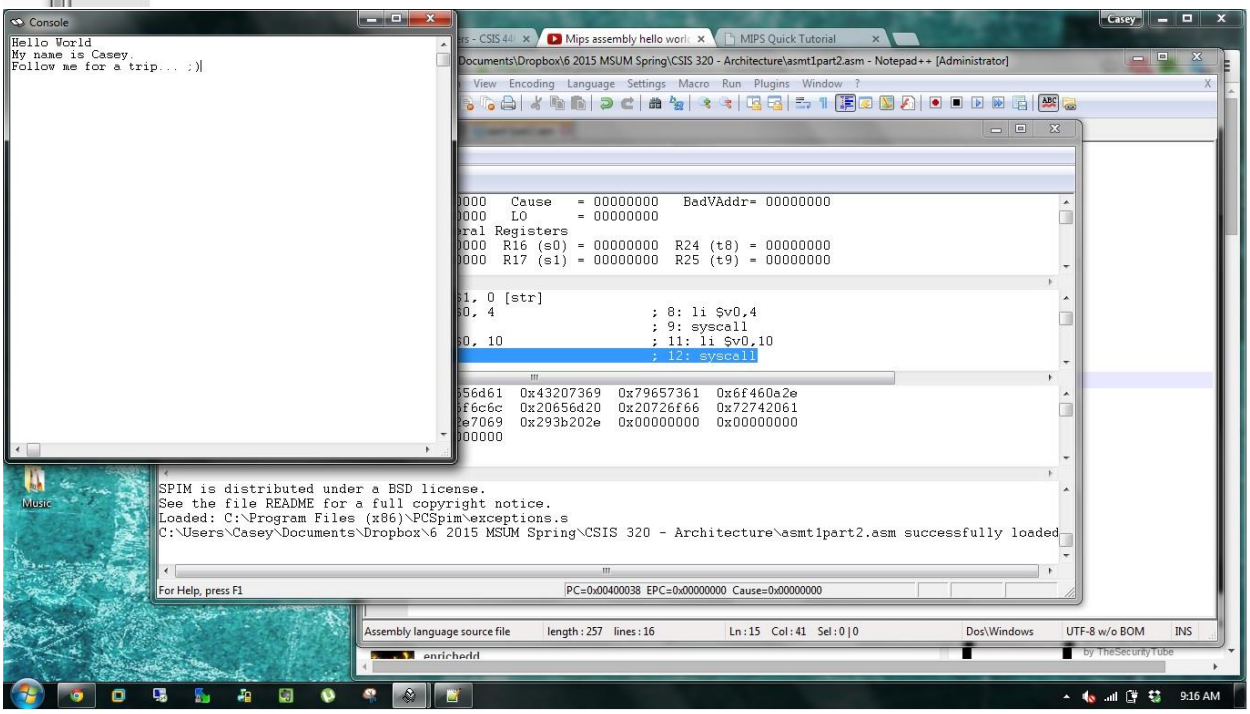


#2

```
# Mips assembly hello world program PCSpim
# https://www.youtube.com/watch?v=8dyibkAtaTM

main:
	.text

	la $a0,str
	li $v0,4
	syscall

	li $v0,10
	syscall
```

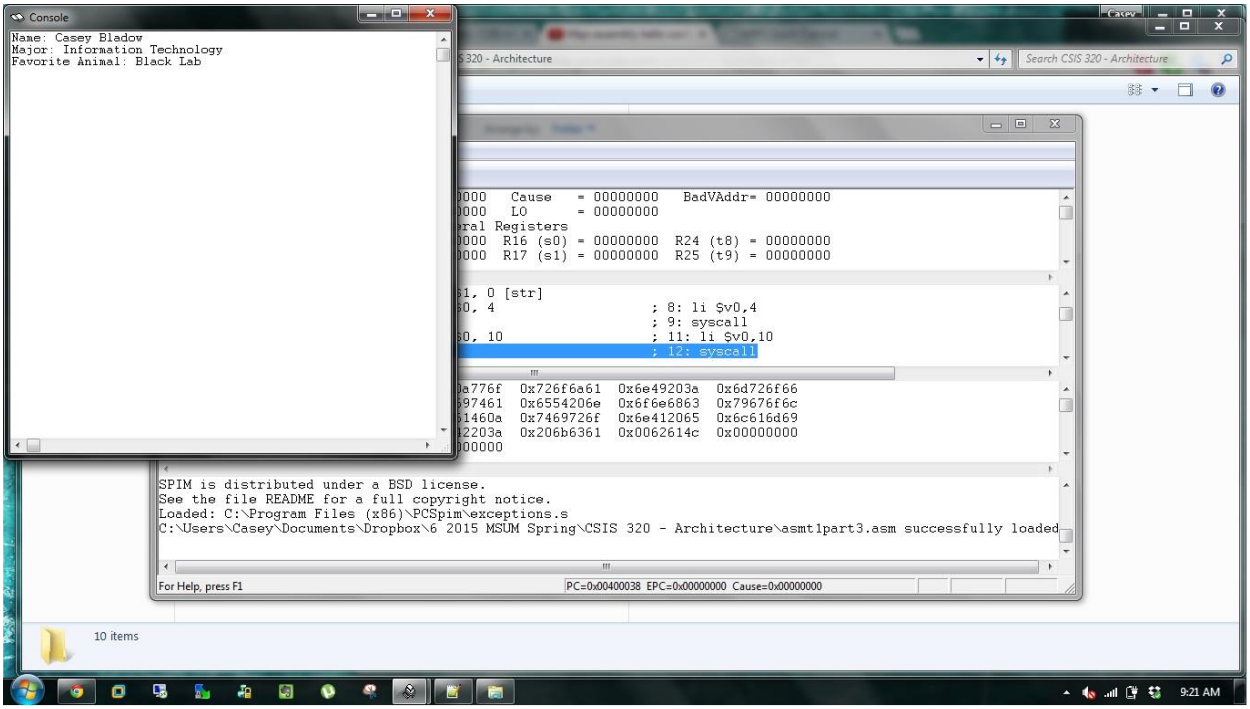
```
            .data
str:    .asciiz "Hello World\nMy name is Casey.\nFollow me for a trip... ;)"
```

```
14          .data
15  str:    .asciiz "Hello World\nMy name is Casey.\nFollow me for a trip... ;)"
16
```



#3

```
# Mips assembly hello world program PCSpim
# https://www.youtube.com/watch?v=8dyibkAtaTM

main:
        .text

        la $a0,str
        li $v0,4
        syscall

        li $v0,10
        syscall

            .data
str:    .asciiz "Name: Casey Bladow\nMajor: Information Technology\nFavorite Animal: Black
Lab"
```



#4

```
3 Instruction types: R-type, I-type, and J-type.
R-type:
	R-type instructions refer to register type instruction. The most complex.
	add $rd, $rs, $rt
	where $rd refers to some register d. $rs, $rt are also registers.
	R[d] = R[s] + R[t]
	Addition.
I-type:
	I-type is short for "immediate type".
	lw/sw $1,1000($2)
	$1 <-- Mem[$2+1000]
	$1 --> Mem[$2+1000]
J-type:
	J-type is short for "jump type".
	j target
	Jump to instruction (not byte) target
```