1.

.data

inputc: .asciiz "Press 1 to convert inches to cm"

ch: .asciiz "\nEnter your choice: "

in: .asciiz "Enter Value: "

result: .asciiz "Result is: "

c: .float 2.54

m: .float 0

.text

.globl main

main:

la $a0, inputc

li $v0, 4

syscall

la $a0, ch

li $v0, 4

syscall

li $v0,5

syscall

move $t0,$v0

beq $t0,1,cm

cm:

la $a0, in

li $v0, 4

syscall

li $v0,6

syscall

mov.s $f3,$f0

l.s $f4,c

mul.s $f5,$f3,$f4

l.s $f6,m

add.s $f7,$f5,$f6

la $a0, result

li $v0, 4

syscall

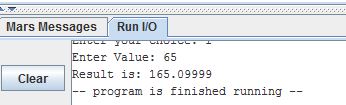
mov.s $f12,$f7

li $v0,2

syscall

li $v0,10

syscall



2.

.data

inputc: .asciiz "Press 1 to convert miles to kilometers"

ch: .asciiz "\nEnter your choice: "

in: .asciiz "Enter Value: "

result: .asciiz "Result is: "

c: .float 0.62137

m: .float 0

.text

.globl main

main:

la $a0, inputc

li $v0, 4

syscall

la $a0, ch

li $v0, 4

syscall

li $v0,5

syscall

move $t0,$v0

beq $t0,1,cm

cm:

la $a0, in

li $v0, 4

syscall

li $v0,6

syscall

mov.s $f3,$f0

l.s $f4,c

div.s $f5,$f3,$f4

l.s $f6,m

add.s $f7,$f5,$f6

la $a0, result

li $v0, 4

syscall

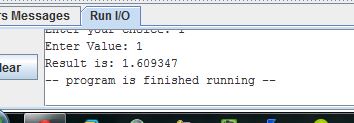
mov.s $f12,$f7

li $v0,2

syscall

li $v0,10

syscall



3.

#http://sourcecodemania.com/converting-celsius-to-fahrenheit-and-fahrenheit-to-celsius-using-mips-assembly/

.data

inputc: .asciiz "Press 1 to convert Celcius into Farenheit"

inputf: .asciiz "\nPress 2 to convert Farenheit into Celcius"

ch: .asciiz "\nEnter your choice: "

in: .asciiz "Enter Value: "

result: .asciiz "Result is: "

f: .float 0.555555

c: .float 1.8

m: .float 32.0

.text

.globl main

main:

la $a0, inputc

li $v0, 4

syscall

la $a0, inputf

li $v0, 4

syscall

la $a0, ch

li $v0, 4

syscall

li $v0,5

syscall

move $t0,$v0

beq $t0,1,Celcius

beq $t0,2,Farenheit

Celcius:

la $a0, in

li $v0, 4

syscall

li $v0,6

syscall

mov.s $f3,$f0

l.s $f4,c

mul.s $f5,$f3,$f4

l.s $f6,m

add.s $f7,$f5,$f6

la $a0, result

li $v0, 4

syscall

mov.s $f12,$f7

li $v0,2

syscall

li $v0,10

syscall

Farenheit:

la $a0, in

li $v0, 4

syscall

li $v0,6

syscall

mov.s $f3,$f0

l.s $f4,m

sub.s $f5,$f3,$f4

l.s $f6,f

mul.s $f7,$f5,$f6

la $a0, result

li $v0, 4

syscall

mov.s $f12,$f7

li $v0,2

syscall

li $v0,10

syscall

