

B.2:

The image shows a QtSPIM simulator window and a Notepad window displaying assembly code for a MIPS program.

QtSPIM Window:

- FP Regs:** PC = 400078, EPC = 0, Cause = 0, BadVAddr = 0, Status = 3000ff10.
- Int Regs [16]:** R0 [t0] = 0, R1 [a0] = 10010000, R2 [v0] = 4, R3 [v1] = 0, R4 [a0] = 10010027, R5 [a1] = f, R6 [a2] = 7ffff9e8, R7 [a3] = 0, R8 [t0] = 0, R9 [t1] = 0, R10 [t2] = 0, R11 [t3] = 0, R12 [t4] = 0, R13 [t5] = 0, R14 [t6] = 0, R15 [t7] = 0, R16 [a0] = 0, R17 [s1] = 0, R18 [s2] = 0, R19 [s3] = 0, R20 [s4] = 0, R21 [s5] = 0, R22 [s6] = 0, R23 [s7] = 0, R24 [t8] = 0, R25 [t9] = 0, R26 [x0] = 0, R27 [x1] = 0.
- Text Segment:** Displays assembly code for the program, including instructions like `lw $4, 0($29)`, `addiu $5, $29, 4`, `addiu $6, $5, 4`, `sll $2, $4, 2`, `addu $6, $6, $2`, `jal 0x00400024 [main]`, `nop`, `ori $2, $0, 10`, `syscall`, `ori $2, $0, 4`, `lui $4, 4097 [message]`, `syscall`, `ori $2, $0, 8`, `lui $1, 4097 [user_input]`, `ori $4, $1, 17 [user_input]`, `ori $5, $0, 15`, `syscall`, `ori $2, $0, 4`, `lui $1, 4097 [string1]`, `ori $4, $1, 32 [string1]`.
- Console:** Shows the program's output: "Enter a string: to our", "Hello to our", "World!".

Notepad Window (lab1.B2.asm):

```
.data
message: .asciiz "Enter a string: "
user_input: .space 15
string1: .asciiz "Hello "
string2: .asciiz " World!"

.text
main:
    li $v0, 4
    la $a0, message #Enter a string
    syscall

    li $v0, 8
    la $a0, user_input #Read String
    li $a1, 15
    syscall

    li $v0, 4
    la $a0, string1 #Hello
    syscall

    li $v0, 4
    la $a0, user_input #User input
    syscall

    li $v0, 4
    la $a0, string2 #World
    syscall

    li $v0, 10 # terminate program
    syscall
```

B.3:

The image shows a screenshot of a computer screen with two windows open. The left window is QtSpim, a MIPS simulator, and the right window is Notepad, containing assembly code.

QtSpim Window:

- Registers:** PC = 40005c, Cause = 0, BadVAddr = 0, Status = 3000fff10, HI = 0, LO = 0, R0 [r0] = 0, R1 [at] = 10010000, R2 [v0] = 4, R3 [v1] = 0, R4 [a0] = 8, R5 [a1] = 7ffff9e0, R6 [a2] = 7ffff9e8, R7 [a3] = 0, R8 [t0] = 8, R9 [t1] = 0, R10 [t2] = 0, R11 [t3] = 0, R12 [t4] = 0, R13 [t5] = 0, R14 [t6] = 0, R15 [t7] = 0, R16 [s0] = 0, R17 [s1] = 0, R18 [s2] = 0, R19 [s3] = 0, R20 [s4] = 0, R21 [s5] = 0, R22 [s6] = 0, R23 [s7] = 0, R24 [t8] = 0, R25 [t9] = 0, R26 [k0] = 0, R27 [k1] = 0.
- Text Segment:** [00400000] 8fa40000 lw \$4, 0(\$29) ; 183: lw \$a0 0(\$29) # argc, [00400004] 27a50004 addiu \$5, \$29, 4 ; 184: addiu \$a1 \$29 4 # argv, [00400008] 24a60004 addiu \$6, \$5, 4 ; 185: addiu \$a2 \$a1 4 # envp, [0040000c] 00041080 sll \$2, \$4, 2 ; 186: sll \$v0 \$a0 2, [00400010] 00c23021 addu \$6, \$6, \$2 ; 187: addu \$a2 \$a2 \$v0, [00400014] 0c100009 jal 0x00400024 [main] ; 188: jal main, [00400018] 00000000 nop ; 189: nop, [0040001c] 34020004 ori \$2, \$0, 10 ; 191: li \$v0 10, [00400020] 0000000c syscall ; 192: syscall # syscall 10 (exit), [00400024] 34020004 ori \$2, \$0, 4 ; 8: li \$v0, 4, [00400028] 3c041001 lui \$4, 4097 [prompt] ; 9: la \$a0, prompt, [0040002c] 0000000c syscall ; 10: syscall, [00400030] 34020005 ori \$2, \$0, 5 ; 13: li \$v0, 5, [00400034] 0000000c syscall ; 14: syscall, [00400038] 00024040 sll \$8, \$2, 1 ; 17: sll \$t0, \$v0, 1, [0040003c] 34020004 ori \$2, \$0, 4 ; 20: li \$v0, 4, [00400040] 3c011001 lui \$1, 4097 [message] ; 21: la \$a0, message, [00400044] 34240013 ori \$4, \$1, 19 [message] ; 22: syscall, [00400048] 0000000c syscall ; 22: syscall, [0040004c] 34020001 ori \$2, \$0, 1 ; 25: li \$v0, 1.

Notepad Window:

```
prompt: .asciiz "Enter an integer: "
message: .asciiz "Hello World! "

in:
#Prompt the user
li $v0, 4
la $a0, prompt
syscall

#Get the integer
li $v0, 5
syscall

#Multiply Integer by 2
sll $t0, $v0, 1

# Display message
li $v0, 4
la $a0, message
syscall

# Display final number
li $v0, 1
move $a0, $t0
syscall

10 # terminate program
```

Console Window:

```
Enter an integer: 4
Hello World! 8
```

B.4:

The image shows a QtSPIM simulator window and a Notepad window displaying assembly code for a MIPS program. The QtSPIM window is divided into several panes: FP Regs, Int Regs [16], Data, and Text. The Int Regs pane shows the current state of registers, with \$0 (PC) at 40006c and \$1 (a0) at 10010000. The Text pane shows the assembly code, which is a MIPS program that prompts the user for a character, displays "Hello World", and then displays the character entered. The console window shows the output of the program, with the prompt "Give a character: c" and the response "Hello World! c".

QtSPIM - Int Regs [16]

Reg	Value
PC	40006c
\$0	0
\$1	10010000
\$2	0
\$3	0
\$4	0
\$5	0
\$6	0
\$7	0
\$8	0
\$9	0
\$10	0
\$11	0
\$12	0
\$13	0
\$14	0
\$15	0
\$16	0

QtSPIM - Text

```
00400000: lw $4, 0($29) ; 183: li $a0, 0($29) # argc
00400004: addiu $5, $29, 4 ; 184: addiu $a1, $29, 4 # argv
00400008: addiu $6, $5, 4 ; 185: addiu $a2, $a1, 4 # envp
0040000c: sll $2, $4, 2 ; 186: sll $v0, $a0, 2
00400010: addu $6, $6, $2 ; 187: addu $a2, $a2, $v0
00400014: jal 0x00400024 [main] ; 188: jal main
00400018: nop ; 189: nop
0040001c: ori $2, $0, 10 ; 191: li $v0, 10
00400020: syscall ; 192: syscall # syscall 10 (exit)
00400024: ori $2, $0, 4 ; 7: li $v0, 4
00400028: lui $4, 4097 [prompt] ; 8: la $a0, prompt # Display prompt to ther user
0040002c: syscall ; 9: syscall
00400030: ori $2, $0, 12 ; 11: li $v0, 12
00400034: syscall ; 12: syscall
00400038: lui $1, 4097 [char] ; 14: la $a0, char
0040003c: ori $16, $1, 34 [char] ; 15: sb $v0, char
00400040: lui $1, 4097 ; 15: sb $v0, char
00400044: sb $2, 34($1) ; 17: li $v0, 4
00400048: ori $2, $0, 4 ; 18: la $a0, message # Display 'Hello World'
0040004c: lui $1, 4097 [message] ; 18: la $a0, message # Display 'Hello World'
```

QtSPIM - Console

```
R16 [a0] = Give a character: c
R17 [a1] = Hello World! c
R18 [a2] =
R19 [a3] =
R20 [a4] =
R21 [a5] =
R22 [a6] =
R23 [a7] =
R24 [t0] =
R25 [t1] =
R26 [t2] =
R27 [t3] =
```

Notepad - lab1.B4.asm

```
.data
prompt: .asciiz "Give a character: "
message: .asciiz "\nHello World! "
char: .byte ' '

.text
main:
    li $v0, 4
    la $a0, prompt
    syscall # Display prompt to ther user

    li $v0, 12
    syscall # Read Character

    la $s0, char
    sb $v0, char

    li $v0, 4
    la $a0, message
    syscall # Display 'Hello World' message

    lb $a0, char
    li $v0, 11
    syscall # Display given character after message

    li $v0, 10
    syscall # Terminate program
```