int main(){

1.int p = 3014;

2.int c = 19223;

3.d[150];

4.d[22] = 32 + p;

5.d[15] = 18332;

6.return p + c + d[22]

}

1. Asignar registros a las variables

p = %L0

c = %L1

d[150] = %L2

d[22] = %L4

2. Hacer codigo SPARKV8

1. or %g0, 3014, %L0

2.

|  |  |
| --- | --- |
| 0000000000000000010010 | 1100010111 |
| 18 | 791 |

Sethi 18, %L1

Or %L1, 791, %L1

4. add %L0, 32, %L0

St %L0, [%L2 + (22\*4)]

5.

|  |  |
| --- | --- |
| 0000000000000000010001 | 1110011100 |
| 17 | 924 |

Sethi 17, %L3

Or %L3, 924, %L3

6. add %L0, %L1, %L0

Ld [%L2 + (22\*4)], %L4

Add %L0, %L4, %O0

3. Pasar a lenguaje de maquina (1,0)

1.Or

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 10 | 10000 | 000010 | 00000 | 1 | 0101111000110 |

2.Sethi

|  |  |  |  |
| --- | --- | --- | --- |
| 00 | 10001 | 100 | 0000000000000000010010 |

Or

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 10 | 10001 | 000010 | 10001 | 1 | 0101111000110 |

4.Add

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 10 | 10000 | 000000 | 10000 | 1 | 0000000100000 |

St

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 11 | 10000 | 000100 | 10010 | 1 | 0000001011000 |

5.Sethi

|  |  |  |  |
| --- | --- | --- | --- |
| 00 | 10011 | 100 | 0000000000000000010001 |

Or

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 10 | 10011 | 000010 | 10011 | 1 | 0001110011100 |

6.Add

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 10 | 10000 | 000000 | 10000 | 0 | 00000000 | 10001 |

Ld

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| 11 | 10100 | 000000 | 10010 | 1 | 0000001011000 |

Add

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| 10 | 01000 | 000000 | 10000 | 0 | 00000000 | 10100 |

4. Cogido Hexadecimal

1.0XA0102BC6

2.0X23000012

0XA2146B06

4.0XA0032020

0XE024A058

5.0X27000011

0XA614E39C

6.0XA0040011

0XE804A058

0X90040014