Program A: sw into array, lw and accumulate neg / pos #'s

#version 1
addi \$1, \$0, 2
addi \$2, \$0, 28

sw_loop:
sw \$1, 0x2000(\$2)
addi \$2, \$2, -4
beq \$2, \$0, out
add \$1, \$1, \$1
sub \$1, \$0, \$1
addi \$1, \$1, 3
beq \$3, \$3, sw_loop

out: addi \$5, \$0, 32

lw_loop:
lw \$1, 0x2000(\$2)
slt \$3, \$1, \$0
beq \$3, \$0, skip
add \$4, \$4, \$1
skip:
addi \$2, \$2, 4
bne \$2, \$5, lw_loop

sw \$4, 0x2000(\$0) end: beq \$0, \$0, end

0x20010002 0x2002001c 0xac412000 0x2042fffc 0x10400004 0×00210820 0x00010822 0x20210003 0x1063fff9 0x20050020 0x8c412000 0x0020182a 0x10600001 0×00812020 0×20420004 0x1445fffa 0xac042000 0x1000ffff

#version 2
addi \$1, \$0, 3
addi \$2, \$0, 80

sw_loop:
sw \$1, 0x2000(\$2)
addi \$2, \$2, -4
beq \$2, \$0, out
add \$1, \$1, \$1
sub \$1, \$0, \$1
addi \$1, \$1, 3
beq \$3, \$3, sw_loop

out: addi \$5, \$0, 40

lw_loop:
lw \$1, 0x2000(\$2)
slt \$3, \$1, \$0
bne \$3, \$0, skip
add \$4, \$4, \$1
skip:
addi \$2, \$2, 4
bne \$2, \$5, lw_loop

sw \$4, 0x2000(\$0) end: beq \$0, \$0, end 0×20010003 0×20020050 0xac412000 0x2042fffc 0x10400004 0x00210820 0x00010822 0x20210003 0x1063fff9 0×20050028 0x8c412000 0x0020182a 0x14600001 0x00812020 0×20420004 0x1445fffa 0xac042000

0x1000ffff

Program B: sw into array, iterate lw / sw among neighborhood of 3

```
#version 1
addi $1, $0, 2
addi $2, $0, 28
sw_loop:
sw $1, 0x2000($2)
addi $2, $2, -4
beq $2, $0, out
add $1, $1, $1
sub $1, $0, $1
addi $1, $1, 3
beg $3, $3, sw_loop
                                        out:
out:
addi $6, $0, 40
loop:
add $4, $0, $0
lw $1, 0x2004($2)
add $4, $4, $1
lw $1, 0x2008($2)
add $4, $4, $1
lw $1, 0x200c($2)
add $4, $4, $1
slt $1, $5, $4
beq $1, $0, skip
add $5, $4, $0
skip:
addi $2, $2, 4
bne $2, $6, loop
sw $5, 0x2000($0)
end: beq $0, $0, end
```

```
#version 2
addi $1, $0, 5
addi $2, $0, 60
sw loop:
sw $1, 0x2000($2)
addi $2, $2, -4
beq $2, $0, out
add $1, $1, $1
sub $1, $0, $1
addi $1, $1, 3
beq $3, $3, sw_loop
addi $6, $0, 60
loop:
add $4, $0, $0
lw $1, 0x2004($2)
xor $4, $4, $1
lw $1, 0x2008($2)
xor $4, $4, $1
lw $1, 0x200c($2)
xor $4, $4, $1
sw $4, 0x2004($2)
xor $5, $5, $4
addi $2, $2, 4
bne $2, $6, loop
sw $5, 0x2000($0)
end: beq $0, $0, end
```