

Gavin Sit

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Part 1

Registry Manipulation

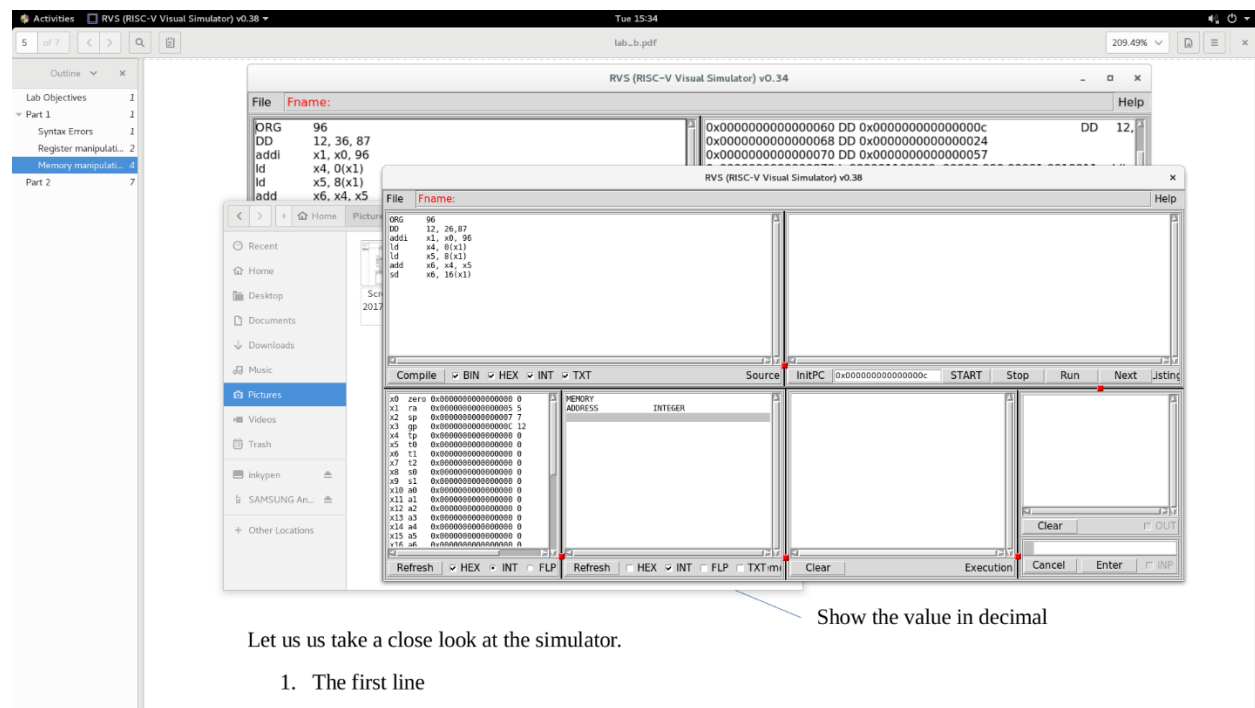
Code:

Addi x1, x0, 5 // adds 5 + x0 and store them in x1 (x0 always is 0)

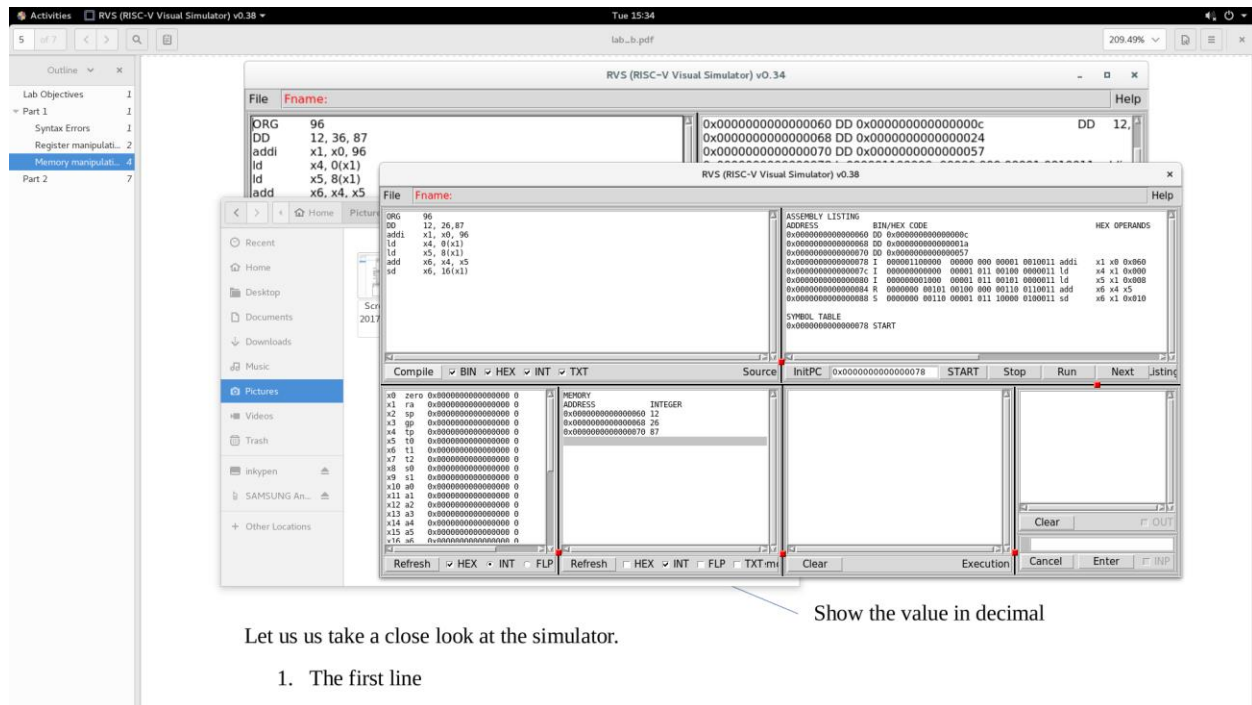
addi x2, x0, 7 // adds 7 +x0 and stores it in x2 (x2 is 7)

add x3, x1, x2

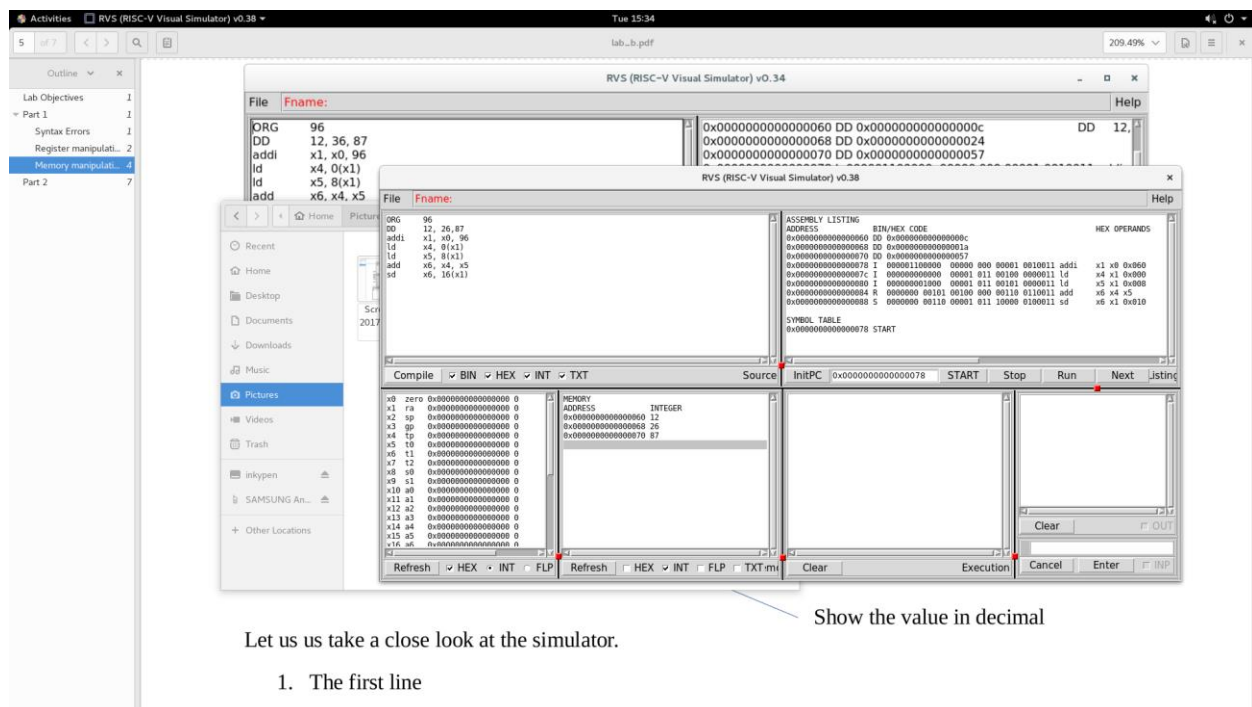
Before compiling:



After compiling:



After running:



Memory Manipulation

Code:

ORG 96

DD 12, 36, 87

addi x1, x0, 96

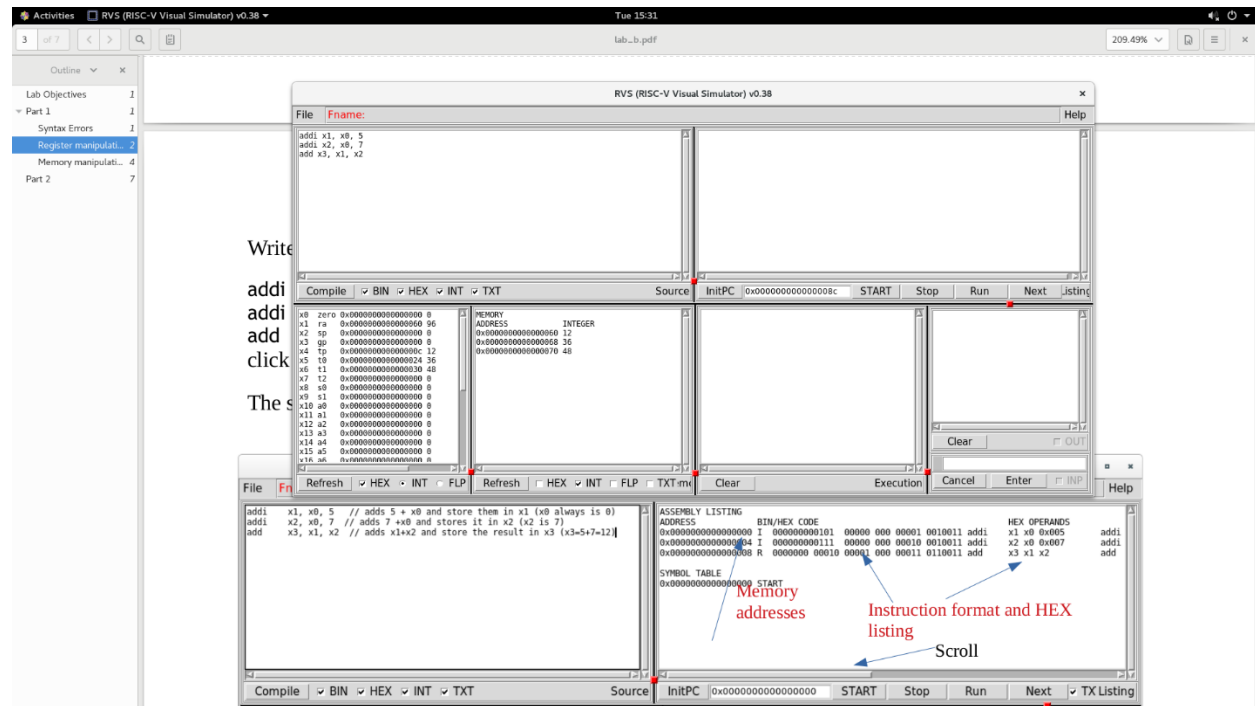
ld x4, 0(x1)

ld x5, 8(x1)

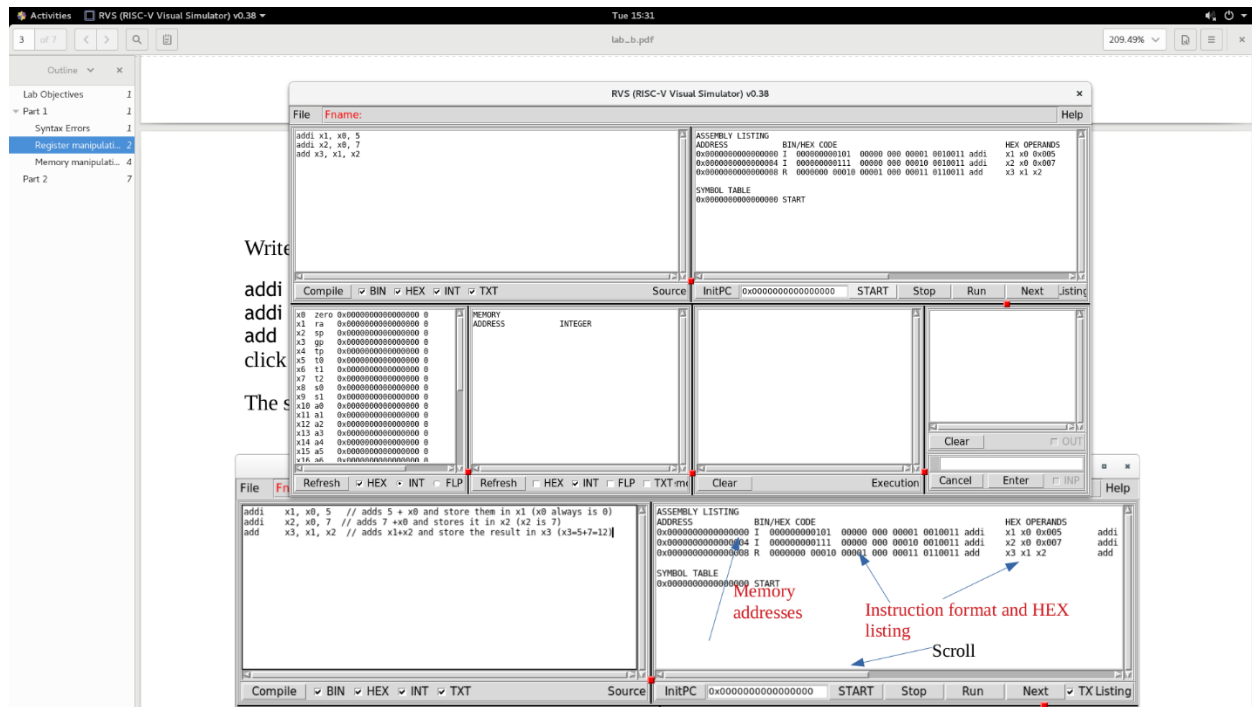
add x6, x4, x5

sd x6, 16(x1)

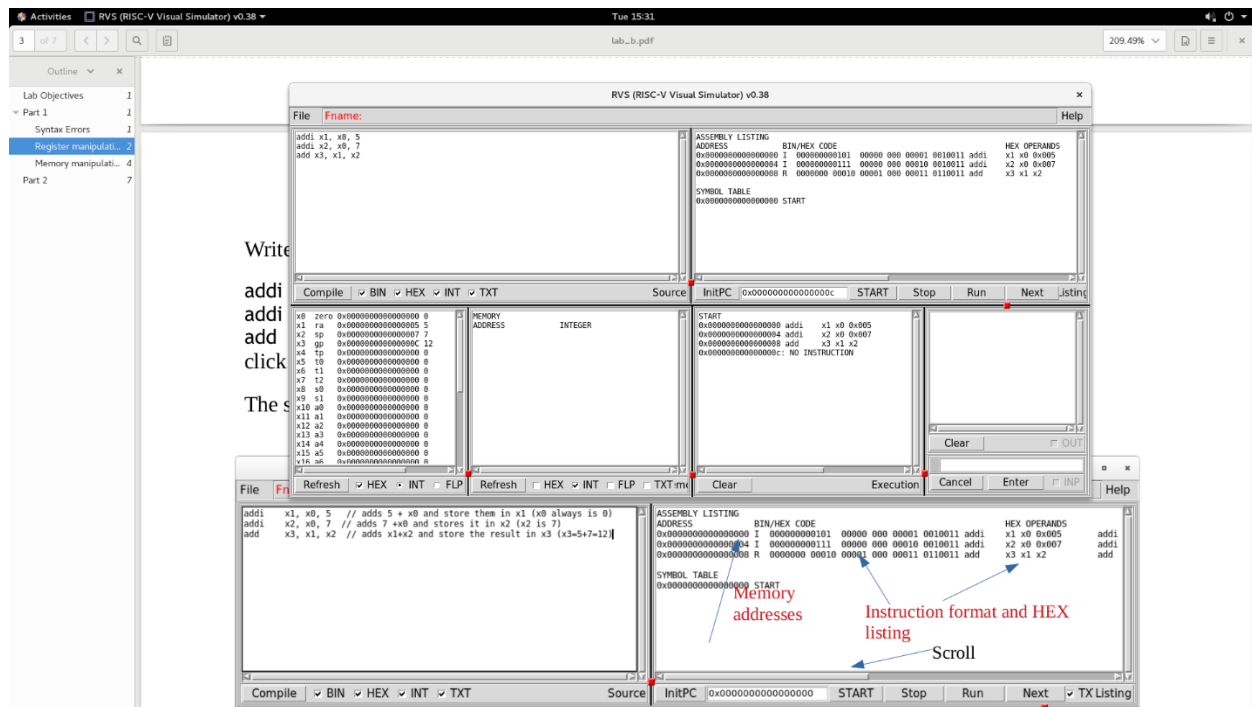
Before compiling:



After Compiling:



After running:



Part 2

Code:

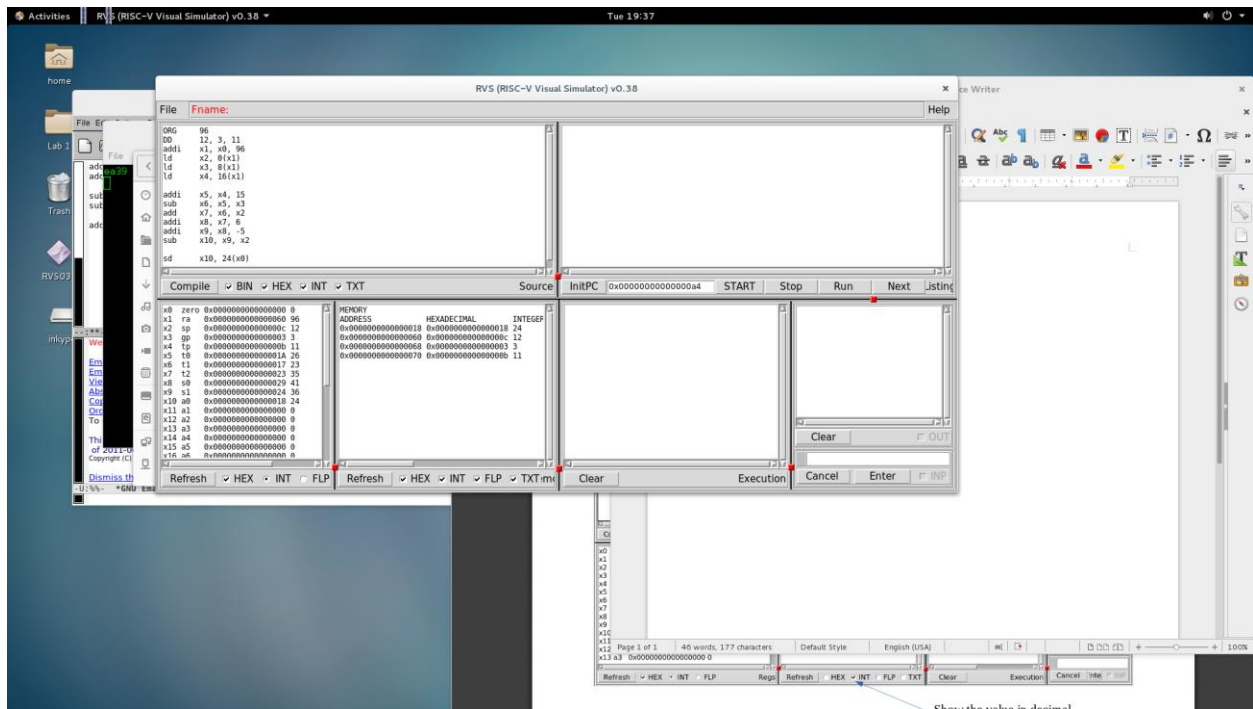
ORG 96

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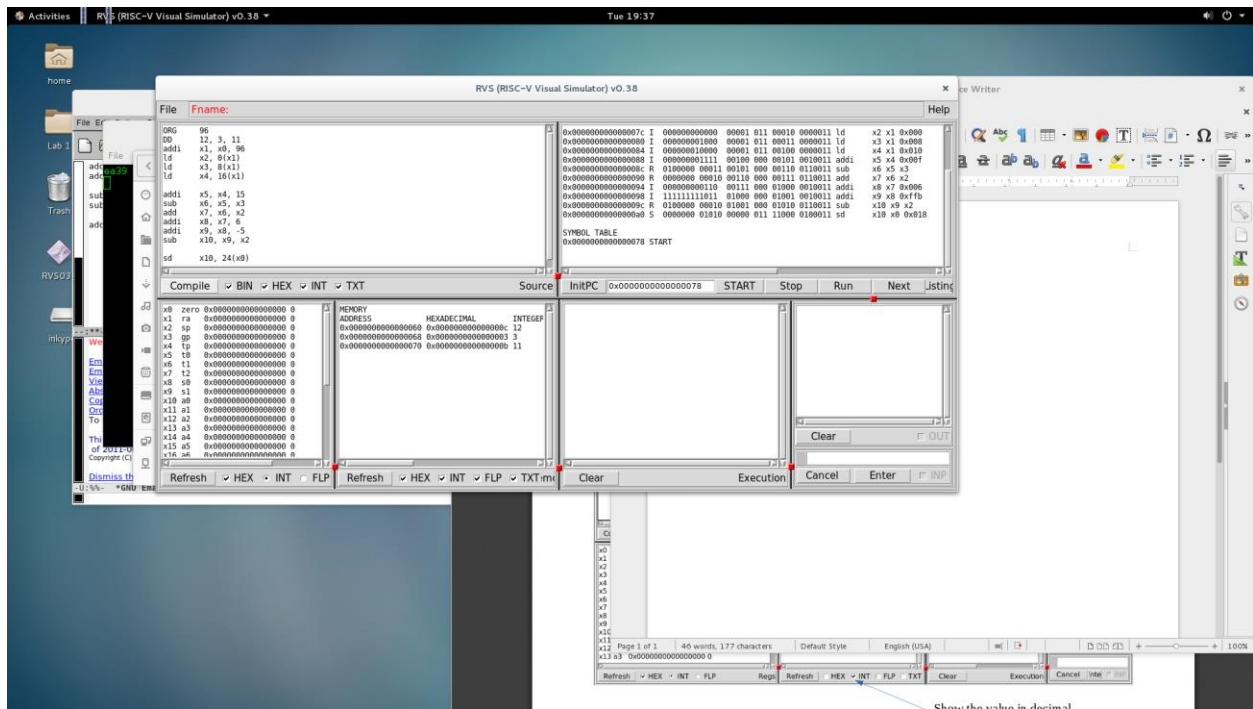
DD    12, 3, 11
addi  x1, x0, 96
ld     x2, 0(x1)
ld     x3, 8(x1)
ld     x4, 16(x1)
addi  x5, x4, 15
sub    x6, x5, x3
add    x7, x6, x2
addi  x8, x7, 6
addi  x9, x8, -5
sub    x10, x9, x2
sd     x10, 24(x0)

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Before compiling:



After Compiling:



After running:

