

Problem 6.1:

```
1. 1      10001100000000010001000000000000 \# lw r1, 0x1000 (r0) \\  
2      00000000000000010001000000100000 \# add r2, r0, r1 \\  
3 loop: 001000000110001100000000000000001 \# addi r3, r3, 1 \\  
4      0001000001000000000000000000001100 \# beqz r2, end \\  
5      000000000100001100011000000011001 \# multu r2, r1, r3 \\  
6      001010000100001000000000000000001 \# subi r2, r2, 1 \\  
7      00001011111111111111111111110000 \# j loop \\  
8 end:   10101100000000110001000000000100 \# sw r3, 0x1004 (r0) \\\
```

Funktion:

Problem 6.2:

```
1. 1 lw r1 , 0 x1000 (r0) \# 10001100000000010001000000000000 ; 0x8c011000 \\  
2 lw r2 , 0 x1004 (r0) \# 100011000000000100001000000000100 ; 0x8c021004 \\  
3 loop : beqz r1 , end \# 000100000010000000000000000010010 ; 0x10200012 \\  
4 slt r3, r1, r2 \# 00000000001000100001100000101010 ; 0x0022182a \\  
5 bnez r3 , branch \# 00010000011000000000000000001110 ; 0x1060000d \\  
6 sub r3 , r1 , r2 \# 00000000001000100001100000100010 ; 0x00221822 \\  
7 add r1 , r2 , r0 \# 00000000010000000000100000100000 ; 0x00400820 \\  
8 add r2 , r3 , r0 \# 00000000011000000000100000100000 ; 0x00601020 \\  
9 j loop \# 00001011111111111111111111110000 ; 0x0bfffff0 \\  
10 branch: sub r3, r2, r1 \# 00000000010000010001100000100010 ; 0x00411802 \\  
11 add r2, r1, r0 \# 00000000001000000000100000100000 ; 0x00201020 \\  
12 add r1, r3, r0 \# 00000000011000000000100000100000 ; 0x00600820 \\  
13 j loop \# 00001011111111111111111111110000 ; 0x0bfffff0 \\  
14 end: sw 0x1008 (r0), r2 \# 10101100000000100001000000001000 ; 0xac021008 \\\
```