Tarea 3
Arquitectura de Computadores.

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1 Big & Little Endian

1. Francisco:

ASCII	F	r	a	n	c	i	s	c	o
Hex	46	72	61	6e	63	69	73	63	6f

Almacenamiento en Big Endian:

Word/Byte	0	1	2	3
0	46	72	61	6e
4	63	69	73	63
8	6f	00	00	00

Y en Little Endian:

Word/Byte	0	1	2	3
0	6e	61	72	46
4	63	73	69	63
8	00	00	00	6f

2. Cristian:

ASCII	C	r	i	s	t	i	a	n
Hex	43	72	69	73	74	69	61	6e

Almacenamiento en Big Endian:

Word/Byte	0	1	2	3
0	43	72	69	73
4	74	69	61	6e

Y en Little Endian:

Word/Byte	0	1	2	3
0	73	69	72	43
4	6e	61	69	74

3. Juan Pablo:

ASCII	J	u	a	n		P	a	b	l	o
Hex	4a	75	61	6e	20	50	61	62	6c	6f

Almacenamiento en Big Endian:

Word/Byte	0	1	2	3
0	4a	75	61	6e
4	20	50	61	62
8	6c	6f	00	00

Y en Little Endian:

Word/Byte	0	1	2	3
0	6e	61	75	4a
4	62	61	50	20
8	00	00	6f	6c

2 Código Assembly

Código traspasado:

```
1
2   .data
3   .text
4       main:
5           li $v0, 5
6           syscall
7           move $t0, $v0   # $t0 = a
8
9           li $v0, 5
10          syscall
11          move $t1, $v0   # $t1 = b
12
13          li $t0, 3
14          li $t3, 2
15
16      while:  beq $t0, 1, pb      # while(a > 1)
17              div $t0, $t3
18              mfhi $t4
19              beq $t4, 0, mod1    # if(a % 2 == 0)
20
21              addi $t1, $t0, 5    # b = a + 5
22              j mod2
23      mod1:   mult $t0, $t3
24              mfhi $t1            # b = 2 * a
25              j mod2
26
27      mod2:   addi $t0, $t0, -1   # a = a - 1
28              j while
29
30      pb:     li $v0, 1
31              move $a0, $t1
32              syscall             # print b
33              li $v0, 10
34              syscall             # return 0
35
```