

# Instruction of MIPS Assembler

## Command Line Interface (console.py)

only support assemble via command line

### directly use

pass the file(.bin) through argv

```
$ python3 console.py <your_binary_file_path>
```

### make use of sublime

add a new build system.  
open sublime -> 'Tools' -> 'Build System' -> 'New Build System'  
add following .json text

```
{
  "cmd": ["python", "[your_console.py_path]", "$file"],
  "file_regex": "^(...*?):([0-9]*):([0-9]*): (...*?)$",
  "working_dir": "$file_path",
  "selector": "source.asm"
}
```

## Graphic Interface (graphics.py)

### Shortcuts

- open file <ctrl-o>
- close file <ctrl-c>
- save file <ctrl-s>
- start edit <i>
- assemble <ctrl-b>
- disassemble <ctrl-d>

### Menu

- File
  - i. open file: close the current file and open a new one
  - ii. close file: close the current file
  - iii. save: save the change you made to current file, if no opened file call "save as"
  - iv. save as: save as a new file
- Edit
  - i. edit: start editing, since you can't change the opened file by default
  - ii. exit\_edit: exit editing mode
- Run
  - i. assemble: if a ".asm" file is opened, it will be assembled
  - ii. disassemble: if a ".bin" file is opened, it will be disassembled

### Button

- you can choose either ".bin" or ".coe" as the output of assemble

## MIPS Syntax

### segment declare

this assemble is mainly work for FPGA using, so you have to specify where to put your code or data.

- .text: <xxxx> declare a code segment start at xxxxh
- .data: <xxxx> declare a data segment start at xxxxh

#### supported instruction

- Rtype: **add addu sub subu and or xor nor jr jalr sllv srlv srav slt sltu sll srl sra**
- ltype: **addi addiu ori andi xori lui slti sltiu lw lb lbu lh lhu sw sh sb beq bne bgtz blez**
- Jtype: **j jal**
- Pseudo: **la move li**

#### data declare

little endian

- 8 bits
  - i. .byte "hello"
    - **in memory : 68 65 6c 6c \ 6f 00 00 00**
  - ii. .byte "hello", 0x12, 0x34
    - **in memory : 68 65 6c 6c \ 6f 12 34 00**
  - iii. .byte 0xff,0x12
    - **in memory : ff 12 00 00**
- 16 bits
  - i. .word "hello", 0x1234
    - **in memory : 68 65 6c 6c \ 6f 00 34 12**
  - ii. .word 0x1234
    - **in memory : 34 12 00 00**
  - iii. .word 0x1234, 0x5678
    - **in memory : 34 12 78 56**
- 32 bits
  - i. .dword "hello"
    - **in memory : 68 65 6c 6c \ 6f 00 00 00**
  - ii. .dword 0x12345678
    - **in memory : 78 56 34 12**
  - iii. .dword 6789abcd
    - **in memory : 67 89 ab cd**