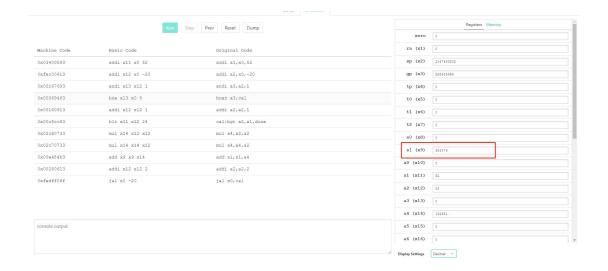
```
1. addi a1,x0,52 //a1 is the upper border addi a2,x0,-20 //a2 is the lower border andi a3,a2,1 bnez a3,cal // a3!=0 jump to cal addi a2,a2,1 //if a2 is a even number,add 1 to become a odd number cal:bgt a2,a1,done //determine when the program is done mul a4,a2,a2 //get the square mul a4,a4,a2 //get the cube add s1,s1,a4 addi a2,a2,2 //get the next odd number jal x0,cal // loop done:
```

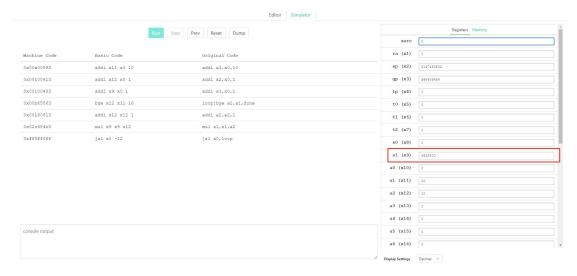
When the upper border is 52 and lower border is -20. The result is 893376.



```
2.

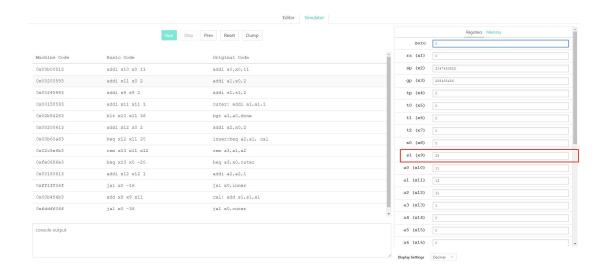
addi a1,x0,10 //a1 is the upper border
addi a2,x0,1 //a2 is the start
addi s1,x0,1 // s1 is the result
loop:bge a2,a1,done // if a2>=a1, the loop is done
addi a2,a2,1 // a2=a2+1
mul s1,s1,a2 //s1=s1*a2
jal x0,loop // jump to loop
done:
```

When the upper border is 10, the result 10!=3628800



3. addi a0,x0,11 //a0 is the upper border addi a1,x0,2 //a1 is the first Prime Number 2 addi s1,s1,2 //s1 is the result outer: addi a1,a1,1 //a1=a1+1 bgt a1,a0,done //a1>a0 the program is done addi a2,x0,2 //a2=2 inner:beg a2,a1, cal//a2==a1 jump to cal rem a3,a1,a2 //a3=a1%a2 beq a3,x0,outer //a3==0 jump to outer addi a2,a2,1 // a2=a2+1 // jump to inner jal x0,inner cal: add s1,s1,a1 //s1=s1+a1 jal x0,outer done:

The upper border is 11. 'outer' is to traverse form 2 to 11. 'inner' is to make sure whether the number is prime or not. The result is 28.



```
4.
```

```
addi a0,x0,4 //a0 is the upper border.N terms.
addi a3,x0,1 //a3=1
addi s1,x0,1 //s1 is the result. s1=1
addi a4,x0,-3//r=-3
addi a1,x0,2 //a1=2
loop:bgt a1,a0,done // a1>a0 the program is done
mul a3,a3,a4 //a3=a3*(-3)
add s1,s1,a3 //s1=s1+a3
addi a1,a1,1 //a1=a1+1
jal x0,loop //loop
done:
```

When N=4, the result is -20.

