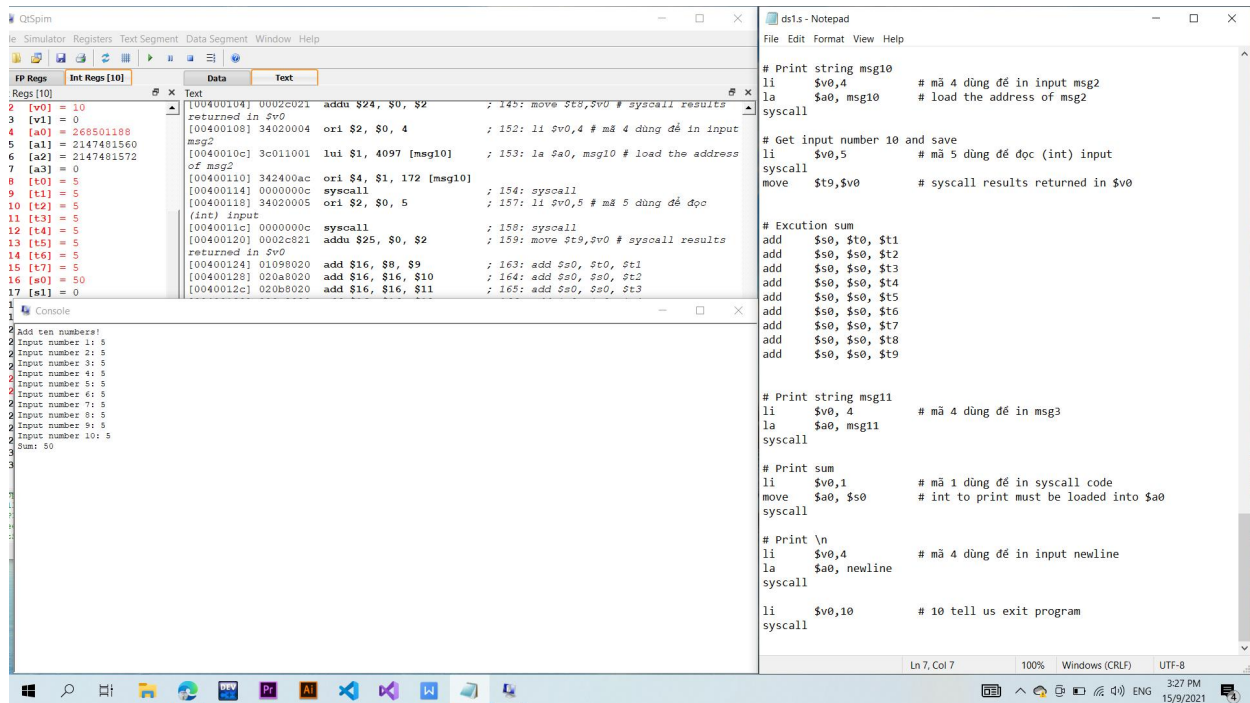


LAB#1

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The image shows a screenshot of a computer screen with two windows. The left window is QtSpim, a MIPS simulator, displaying assembly code and register values. The right window is ds1s-Notepad, showing the assembly code being simulated. The console output in QtSpim shows the program's execution, including input prompts and the final sum.

QtSpim Registers:

- FP Regs: [v0] = 10, [v1] = 0, [a0] = 268501188, [a1] = 2147481560, [a2] = 2147481572, [a3] = 0, [t0] = 5, [t1] = 5, [t2] = 5, [t3] = 5, [t4] = 5, [t5] = 5, [t6] = 5, [t7] = 5, [s0] = 50, [s1] = 0

Assembly Code (ds1s-Notepad):

```
# Print string msg10
li $v0,4 # mã 4 dùng để in input msg2
la $a0, msg10 # load the address of msg2
syscall

# Get input number 10 and save
li $v0,5 # mã 5 dùng để đọc (int) input
syscall
move $t9,$v0 # syscall results returned in $v0

# Excution sum
add $s0,$t0,$t1
add $s0,$s0,$t2
add $s0,$s0,$t3
add $s0,$s0,$t4
add $s0,$s0,$t5
add $s0,$s0,$t6
add $s0,$s0,$t7
add $s0,$s0,$t8
add $s0,$s0,$t9

# Print string msg11
li $v0,4 # mã 4 dùng để in msg3
la $a0, msg11
syscall

# Print sum
li $v0,1 # mã 1 dùng để in syscall code
move $a0,$s0 # int to print must be loaded into $a0
syscall

# Print \n
li $v0,4 # mã 4 dùng để in input newline
la $a0, newline
syscall

li $v0,10 # 10 tell us exit program
syscall
```

Console Output (QtSpim):

```
1
2 Add ten numbers!
3 Input number 1: 5
4 Input number 2: 5
5 Input number 3: 5
6 Input number 4: 5
7 Input number 5: 5
8 Input number 6: 5
9 Input number 7: 5
10 Input number 8: 5
11 Input number 9: 5
12 Input number 10: 5
13 Sum: 50
14
15
16
17
```