```
start
 2
           add $zero, $zero, $zero
 3
           add $zero, $zero, $zero
           add $zero, $zero, $zero
 5
           add $zero, $zero, $zero
 6
           add $zero, $zero, $zero
 7
           add $zero, $zero, $zero
 8
           add $zero, $zero, $zero
           nor $1,$0,$0
                            #r1=0xFFFFFFFF
   start:
10
           add $3,$1,$1
                            #r3=0xFFFFFFE
           add $3,$3,$3
                            #r3=0xFFFFFFC
12
           add $3,$3,$3
                            \#r3=0xFFFFFFF8
13
           add $3,$3,$3
                            #r3=0xFFFFFFF0
14
           add $3,$3,$3
                            #r3=0xFFFFFFE0
15
           add $3,$3,$3
                            #r3=0xFFFFFFC0
16
           nor $20,$3,$0
                            #r20=0x0000003F
17
                            #r3=0xFFFFFF80
           add $3,$3,$3
18
           add $3,$3,$3
                            #r3=0xFFFFFF00
19
           add $3,$3,$3
                            #r3=0xFFFFFE00
20
           add $3,$3,$3
                            #r3=0xFFFFFC00
21
           add $3,$3,$3
                            #r3=0xFFFFF800
22
           add $3,$3,$3
                            #r3=0xFFFFF000
23
           add $3,$3,$3
                            #r3=0xFFFFE000
24
                            #r3=0xFFFFC000
           add $3,$3,$3
25
           add $3,$3,$3
                            #r3=0xFFFF8000
26
           add $3,$3,$3
                            #r3=0xFFFF0000
27
           add $3,$3,$3
                            #r3=0xFFFE0000
28
           add $3,$3,$3
                            #r3=0xFFFC0000
29
           add $3,$3,$3
                            #r3=0xFFF80000
30
                            #r3=0xFFF00000
           add $3,$3,$3
31
           add $3,$3,$3
                            #r3=0xFFE00000
32
           add $3,$3,$3
                            #r3=0xFFC00000
33
           add $3,$3,$3
                            #r3=0xFF800000
34
           add $3,$3,$3
                            #r3=0xFF000000
35
                            #r3=0xFE000000
           add $3,$3,$3
                            #r3=0xFC000000
36
           add $3,$3,$3
37
                            #r6=0xF8000000
           add $6,$3,$3
38
           add $3,$6,$6
                            #r3=0xF0000000
39
                            #r4=0xE0000000
           add $4,$3,$3
                            #r13=0xC0000000
40
           add $13,$4,$4
41
           add $8,$13,$13
                            #r8=0x80000000
42
           slt $2,$0,$1
                            #r2=0x00000001 unsigned slt
43
           add $14,$2,$2
                            #r14=0x2
44
           add $14,$14,$14 #r14=0x4
45
           nor $10,$0,$0
                            #r10=0xFFFFFFFF
46
           add $10,$10,$10 #r10=0xFFFFFFE
47
                $6,4($3)
                            #counter port:f0000004,r6=0xF8000000,设置计数器初值
           SW
48
           lw
                $5,0($3)
                            #{counter0_out,counter1_out,counter2_out,led_out[12:0], SW};
49
           add $5,$5,$5
50
           add $5,$5,$5
51
                $5,0($3)
                            #{GPIOf0[13:0], LED, counter_set}, port:f0000000
           SW
52
                            \#r9 uninitilized, r9 = 1
           add $9,$9,$2
                            #r9送r4=0xE0000000 七段数码管端口
53
               $9,0($4)
           SW
                                #r13=0xFFF70000, 20号内存单元对应5号字
54
               $13,0x14($0)
           lw
55
                $5,0($3)
                            #{counter0_out,counter1_out,counter2_out,led_out[12:0], SW}
           lw
   loop:
56
           add $5,$5,$5
57
           add $5,$5,$5
58
                            #{GPIOf0[13:0],LED,counter_set}, port:f0000000
                $5,0($3)
           SW
59
                $5,0($3)
                            #{counter0_out,counter1_out,counter2_out,led_out[12:0], SW}
                            #取r5最高位,counter0_out虽然取出,并没有使用
60
           and $11,$5,$8
61
           add $13,$13,$2
                            #r13= r13 + 1 ( r13 的初始值为 0xFFF70000 ), 依靠程序中的计数器, 当
           r13 到了 0,换-
                           一组显示,重新开始计数
62
           beg $13,$0,next
63
               $5,0($3)
                            #{counter0_out,counter1_out,counter2_out,led_out[12:0], SW},
   Disp:
           lw
   port:f0000000
64
           add $18,$14,$14 #r18 = 8
65
           add $22,$18,$18 #r22=0x10
66
           add $18,$18,$22 #r18=0x18
```

```
67
           and $11,$5,$18
                          #取出SW[4:3]的值, 其他位为0
           beq $11,$0,L00
                          #SW[4:3]=0x00, 跑马灯
68
69
           beq $11,$18,L11 #SW[4:3]=0x11,显示七段图形
70
           add $18,$14,$14 #r18=0x8
71
           beq $11,$18,L01 #SW[4:3]=0x01, 显示预置数字
72
           sw $9,0($4)
                          #SW[4:3]=0x10,显示r9,L10
73
               loop
74
    L00:
           beq $10,$1,L4
                          #rl =0xFFFFFFFF,跑马灯,如果 rl0 的值已经到了 0xFFFFFFFF ,转入 L4
    设置 r10 为 0xFFFFFFE
75
               L3
           j
76
           nor $10,$0,$0
                          #r10=0xFFFFFFFF
   L4:
77
           add $10,$10,$10 #r10=0xFFFFFFE
78
                          #7段图形显示r10
   L3:
               $10,0($4)
           SW
79
            j
               loop
               $9,0x60($17)
80
   L11:
           lw
81
               $9,0($4)
                          #7段图形显示$9,矩阵变化
           SW
82
            j
               loop
83
   L01:
               $9,0x20($17)
           lw
84
                          #7段文本显示S9,00000000,111111111,22222222,33333333,.....
               $9,0($4)
           SW
85
            j
               loop
               $13,0x14($0)
86
   next:
           lw
                              #r13=0xFFF70000
87
           add $10, $10, $10
                              #r10 是用于跑马灯的显示,每次显示后左移1位,再加1
88
           or
               $10, $10, $2
89
           add $17, $17, $14
                              #访存地址加4
                              #r20=0x0000003F(取$17的低6位,$17是地址的偏移,在0、4、8、
90
           and $17, $17, $20
           12, ....., 60 (0x3C) 之间循环)
91
           add $9, $9, $2
                              #r9=r9+1, 当 SW[4:3]=0x10, 显示 r9 的值在递增
                              #r1 = 0xFFFFFFFF , 如果 r9 的值到了 0xFFFFFFFF , 就重新设置r9从5
92
           beq $9, $1, L2
           开始
93
           j
               T.5
94
           add $9, $0, $14 #r9=0x4
    L2:
95
           add $9, $9, $2 #r9=0x5, 如果 r9 达到了 0xFFFFFFFF, 就重新设置r9从5开始
96
   L5:
           lw $5, 0($3)
                          #{counter0_out,counter1_out,counter2_out,led_out[12:0], SW},
    port:f0000000
           add $11, $5, $5
97
98
           add $11, $11, $11
99
               $11, 0($3)
                          #{GPIOf0[13:0], LED, counter_set}, port:f0000000
           SW
100
               $6, 4($3)
                          #counter port:f0000004,r6=0xF8000000,设置计数器的初值
           SW
101
           lw $5, 0($3)
                          #{counter0_out,counter1_out,counter2_out,led_out[12:0], SW},
           port:f0000000
           and $11, $5, $8 #取r5最高位, r8 为0x80000000, counter0_out虽然取出, 并没有使用
102
103
               Disp
```