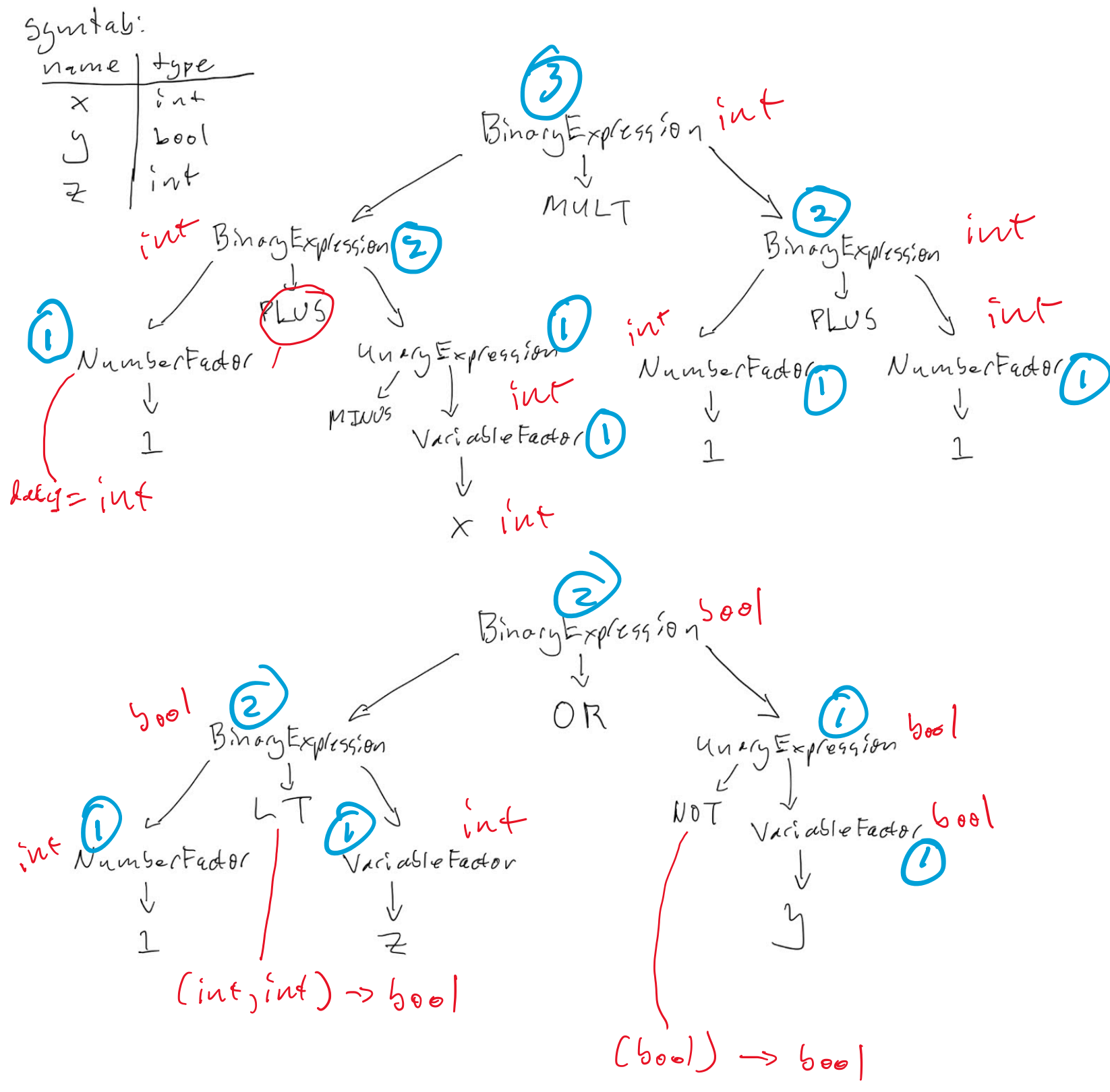


practice final notes 2

Thursday, April 18, 2019 12:01



```
// (1 > 2)
movi r0 1
movi r1 2
cmp r0 r1
bgt 3 // if it's greater than
movi r0 0 // body of else branch, not greater than
br 2. // skip the true case body
movi r0 1 // this is the true case, reuse r0

// (1 <= 2)
...
// r1 holds the result

// (1 > 2) and (1 <= 2)
// assume left operand is in r0, right in is r1
cmpi r0 1
bne 5 // if the first operand is false then branch
cmpi r1 1
bne 3 // if the second operand is false then branch
movi r0 1 // set the destination value to be true
br 2 // branch past the false case
movi r0 0 // set the destination value to be false
```

```
// x is in the current stack frame.at offset is 1
read x
// stuff that blows away r0
write x
```

```
//p-code equivalent
read r0 // what do we read?
st r0 fp 1 // how to store x?
// r0 has been overwritten
ld r0 fp 1
wr r0
```

