

RAPORT FILE FOR HOMEWORK 2

In this code segment, have progressed from the input file to left bracket char:

for_loop_to_left_bracket:

addi \$s0, \$s0, 1

lb \$t5, 0(\$s0)

bne \$t0, \$t5, for_loop_to_left_bracket

addi \$s0, \$s0, 1

If number is two or more digit then, we can generate this number as integer with code :

multi_and_add:

li \$t7, 10

mul \$t6, \$t6, \$t7

addi \$t7, \$t5, -48

add \$t6, \$t6, \$t7

addi \$s0, \$s0, 1

lb \$t5, 0(\$s0)

beq \$t5, \$t2, store # if \$t5 == space

beq \$t5, \$t3, store #if \$t5 == comma

beq \$t5, \$t1, end_for

j multi_and_add

pseudocode to generate subsequences of array in increasing order

(between 104-231 in assembly code):

```
for(int i=0;i<size;i++){  
    for(int a=1;a<size;a++){  
        for(int j=i;k=i+a;k<size;k++){ // taking first subsequence  
            if(s1[j]<s1[k]){  
                store;  
                j=k;  
            }  
        }  
    }  
}
```

Pseudocode to store longest subsequence of array:

(between 172-213 in assembly code):

Counter set zero for first array

Counter set zero for second array

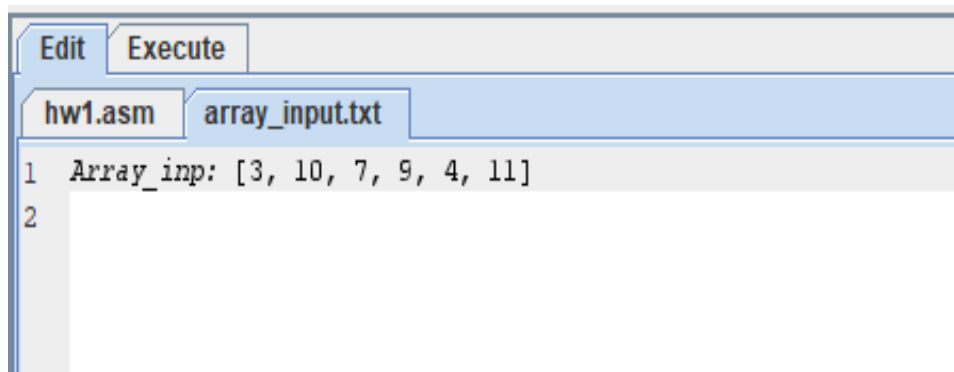
If loop is in first subsequence then store elements to first array, and in loop increment counter one by one.

If loop is second,third.. subsequence store elements to second array, and in loop increment counter one by one.

If first counter less than second counter then exchange elements in two array and move second array size to first array size.

and go on with other subsequence.

INPUT:



The screenshot shows a code editor with two tabs: 'hw1.asm' and 'array_input.txt'. The 'array_input.txt' tab is active, displaying the following code:

```
1 Array_inp: [3, 10, 7, 9, 4, 11]
2
```

RESULTS:

First result is subsequences of array in increasing order :

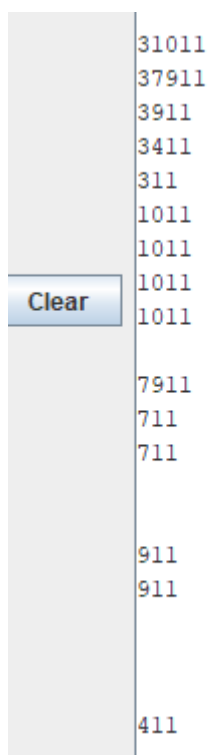
[3,10,11], [3,7,9,11], [3,9,11], [3,4,11], [3,11]

[10,11]

[7,9,11], [7,11]

[9,11]

[4,11]



The screenshot shows the output window of the IDE. It contains a list of subsequences of the array [3, 10, 7, 9, 4, 11] in increasing order. The output is as follows:

```
31011
37911
3911
3411
311
1011
1011
1011
1011
1011
7911
711
711
911
911
411
```

A 'Clear' button is visible on the left side of the output window.

