

Main-loop :

I take R4 as example
you can change the register

(After each subtraction from R0)

ANDi R4, 0x00, R4

Bne R4, R0, l1

Jump exit

l1 ADDi R4, 0x01, R4

Bne R4, R0, l2

Jump exist

⋮

) Compare with 0

) Compare with 1

⋮

l11 ADDI R0, 0x01, R0
 Bne R0, R4, Main-Program
 jump exist

) loop with 11

Main-Program



Bne

Main-Loop

exist

instructions to store quot. — ?
 a / remainder
 :