Print character in RiscV assembly

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Abstract

Print a character in assembly RISCV-64

1 Source code

```
1
   .section .data
       char_to_print: .byte 'A' # Character to print
3
   .section .text
5
6
       .globl _start
7
8
9
   delay:
       li t1, 1000000000
                                   # Adjust this value based on your processo
10
   delay_loop:
       addi t1, t1, -1
12
13
       bnez t1, delay_loop
14
       ret
15
16
   start:
       li a0, 1
17
                                    # File descriptor: STDOUT
                                    # lenght of print-out
18
       li a2, 1
19
       la a1, char_to_print
                                    # Pointer to the character to print
20
21
       # Loop to print the character 10 times
       li t0, 1000
                                      # Number of characters to print
   print_loop:
23
24
       li a7, 64
                                    # System call number for write
```

```
25
        ecall
26
        call delay
            \# Decrease the counter and check if it's greater than 0
27
28
        addi\ t0\;,\;\;t0\;,\;\;-1
29
        bnez t0, print_loop
30
31
       # Exit program
                                     # Exit code 0
       li a0, 0
32
                                     # System call number for exit
33
        li a7, 93
34
        ecall
```