Name: Ramon Arambula

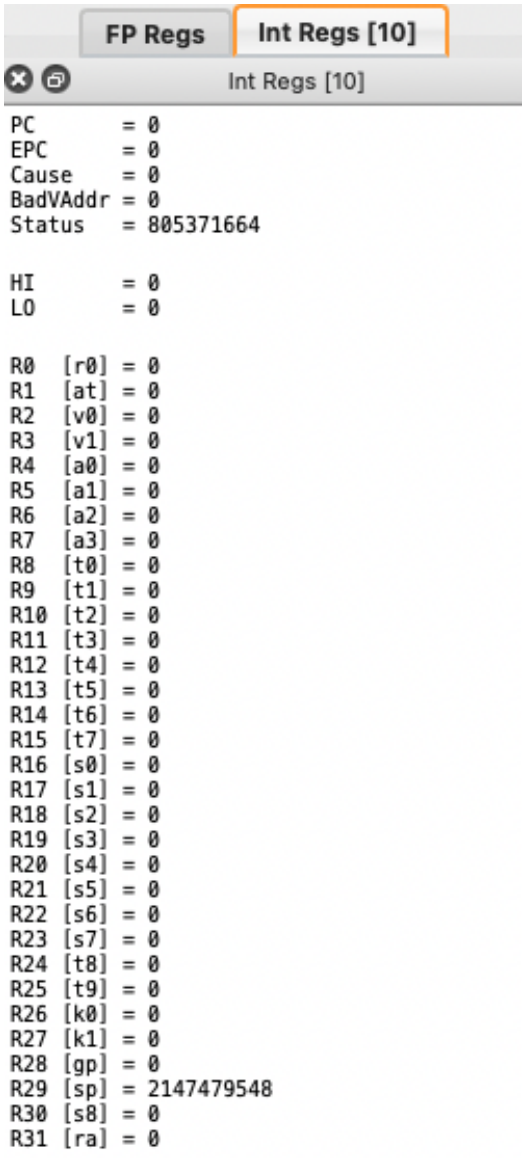
Lab Topic: MIPS Assembly Programming (Basic) (Lab #: 9)

Question #1:

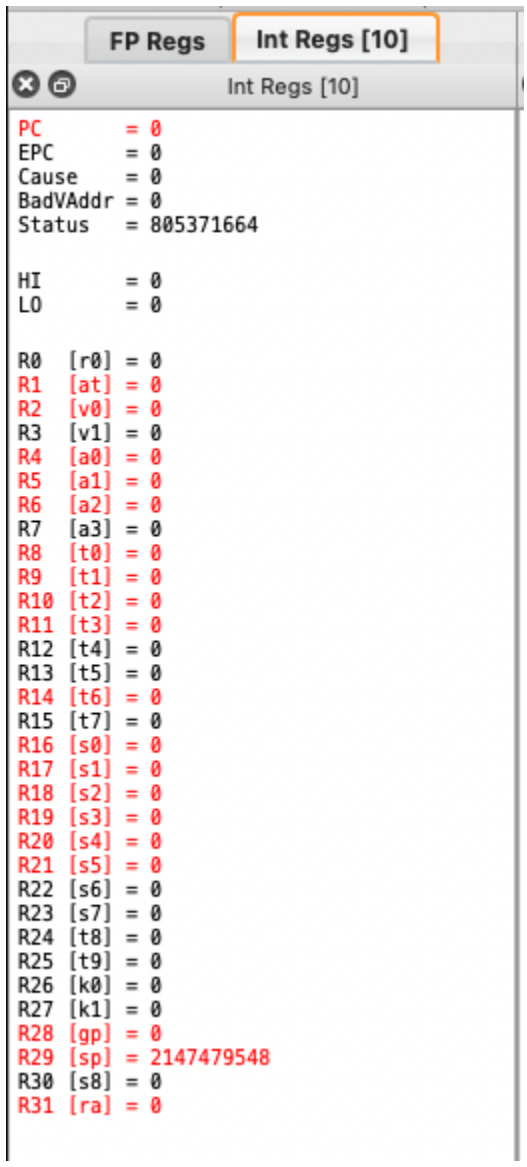
Take two screenshots of the MIPS register panel: one before your program runs, and one after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before



After



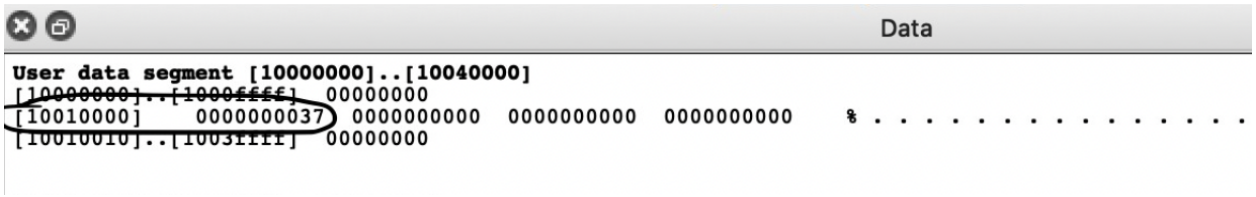
Question #2:

Take two screenshots of the MIPS memory panel (data tab): one before your program runs, and one after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. In the after-execution capture, **circle the memory location (not register) that contains the final calculated value of Z**.

Answer:

Before

After

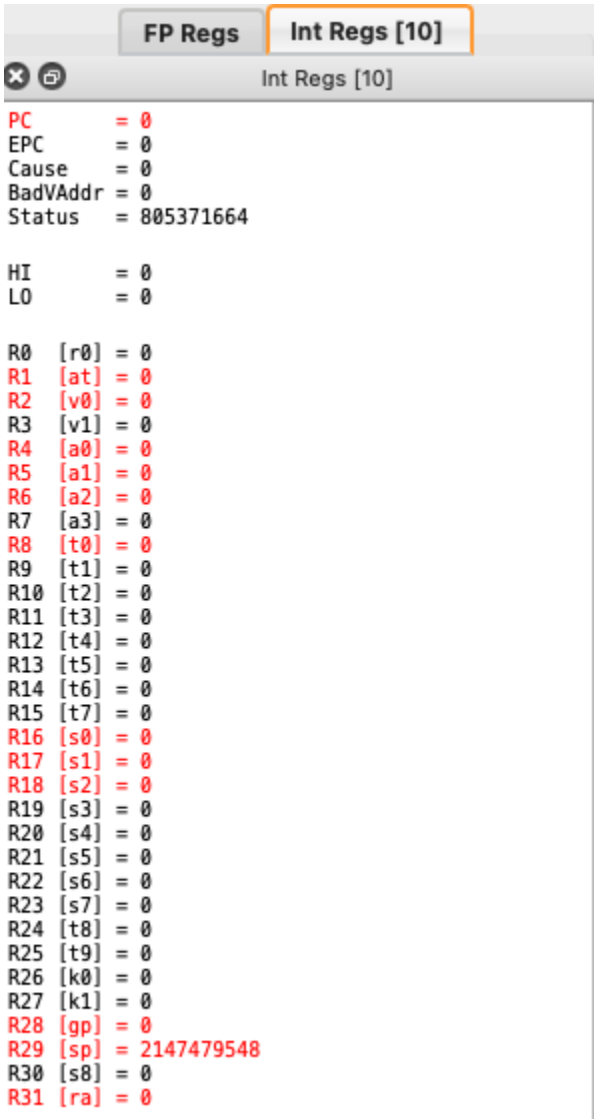


Question #3:

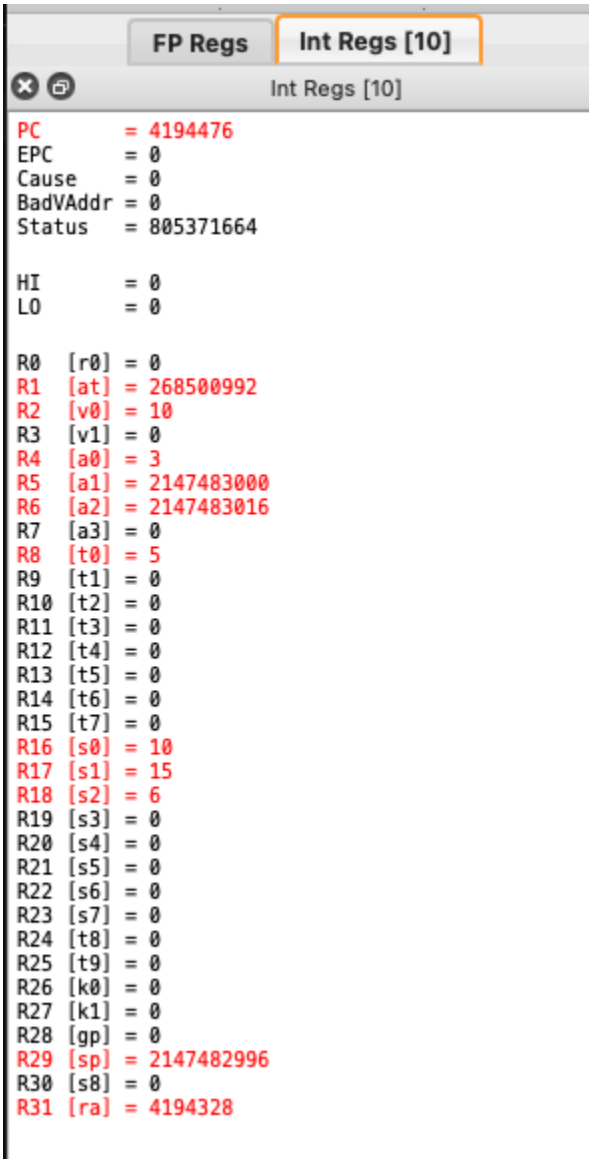
Take two screenshots of the MIPS register panel: one before your program runs, and one after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before



After



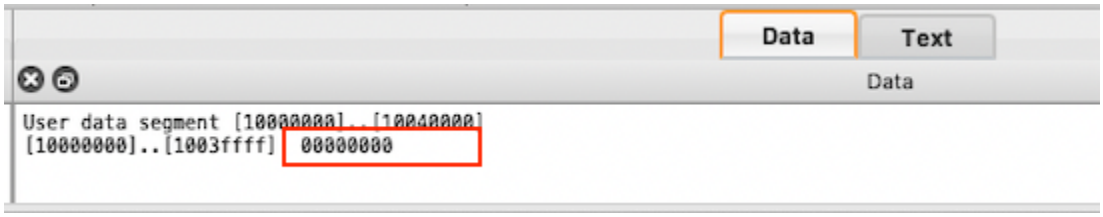
Question #4:

Take two screenshots of the MIPS memory panel (data tab): one before your program runs, and one after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. In the after-execution capture, **circle the memory location (not register) that contains the final calculated value of Z**.

Answer:

Before

After

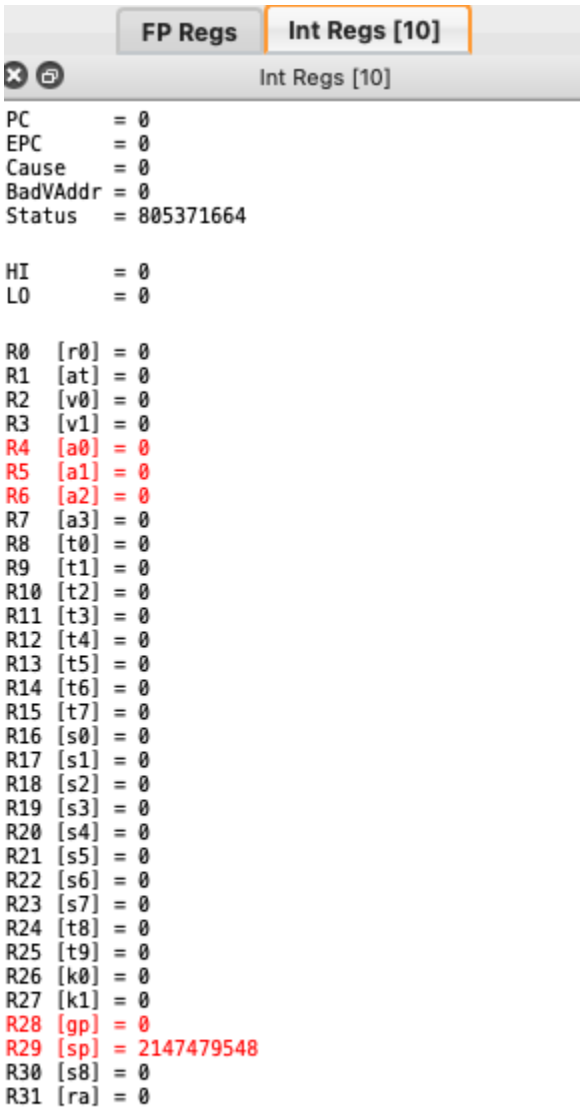


Question #5:

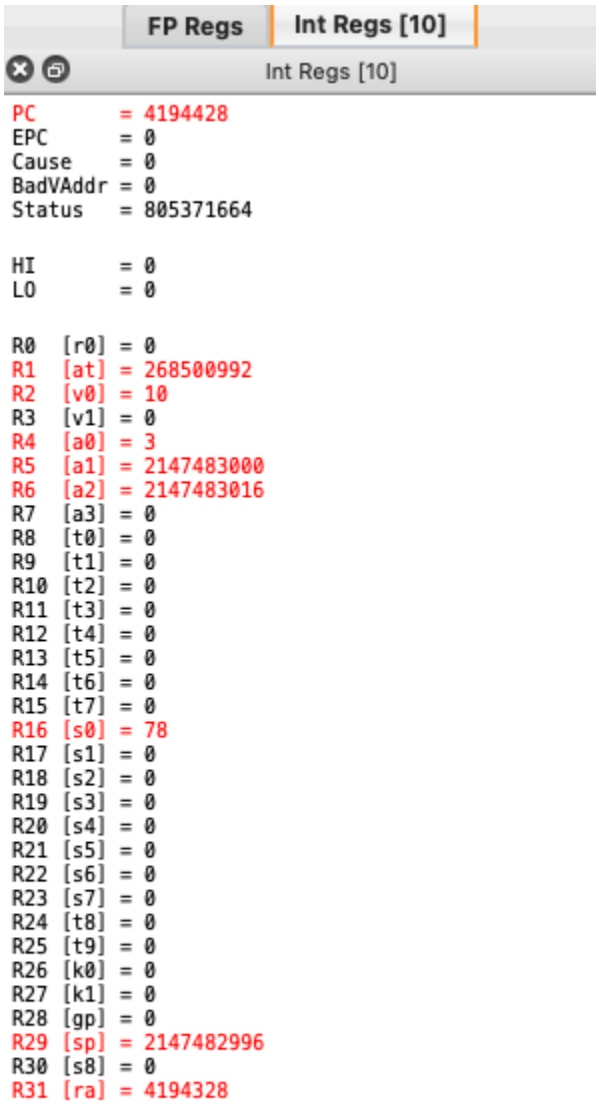
Take a screenshot of the MIPS register panel after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

Answer:

Before



After

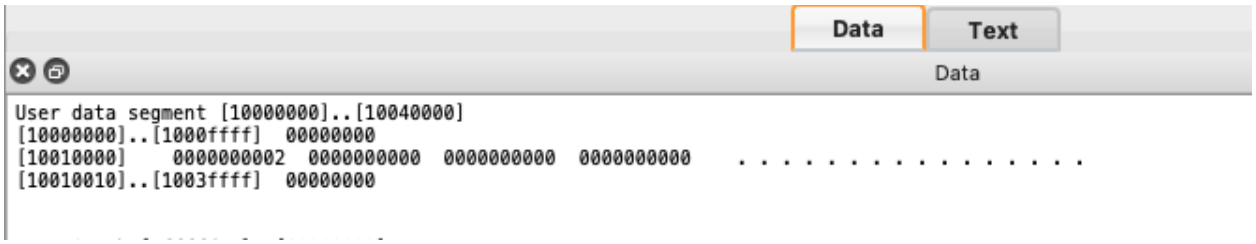


Question #6:

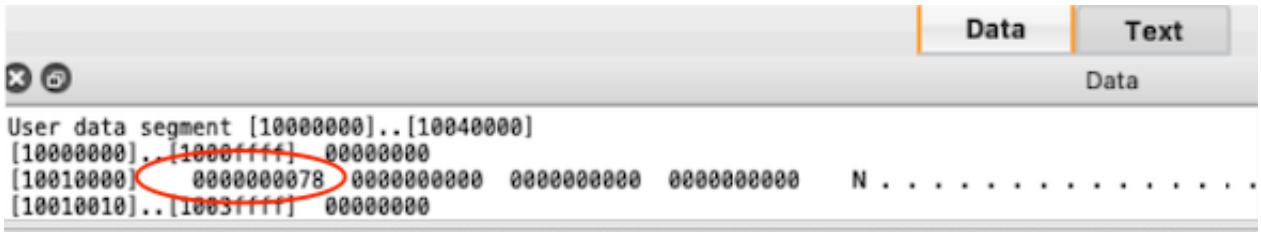
Take a screenshot of the MIPS memory panel (data tab) after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. **Circle the memory location (not register) that contains the final calculated values of I and Z**.

Answer:

Before



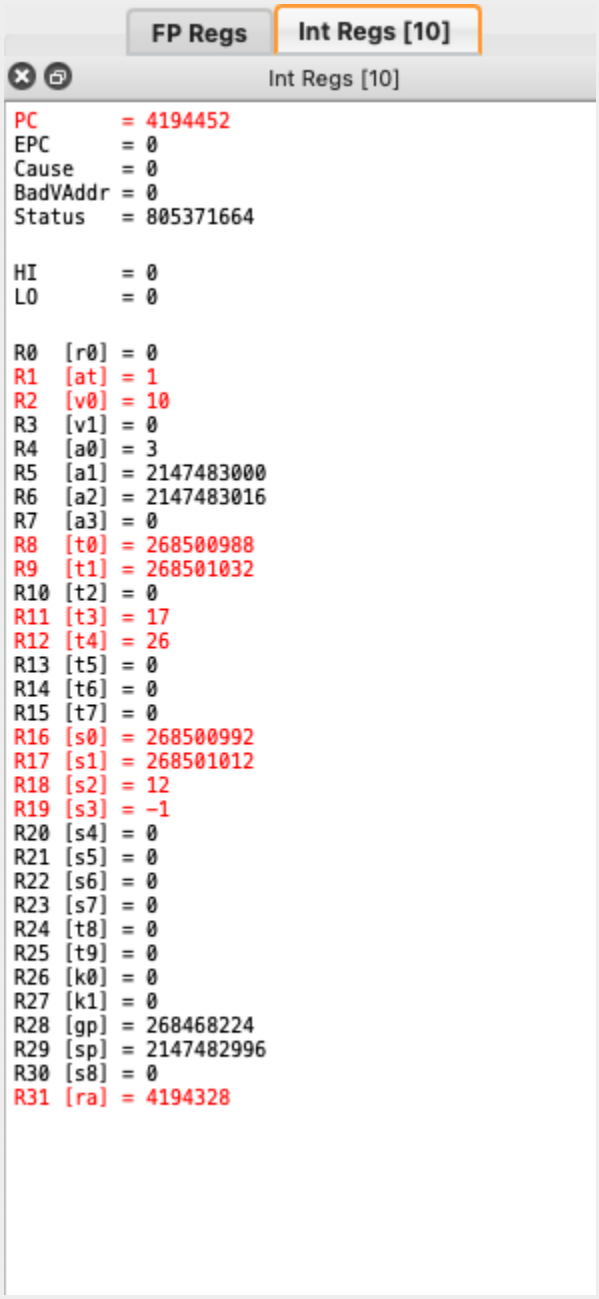
After



Question #7:

(7) Take a screenshot of the MIPS register panel after your program finishes. Put the register panel in Decimal mode (right-click) so it is easy to see register values.

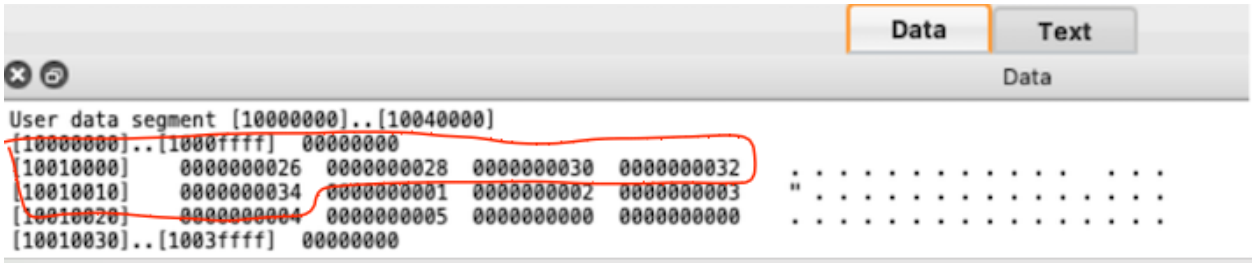
Answer:



Question #8:

(8) Take a screenshot of the MIPS memory panel (data tab) after your program finishes. Put the memory panel in Decimal mode (right-click), so it is easy to see memory values. **Circle the final values of array A.**

Answer:



Question #9:

(9) Take a screenshot of the MIPS memory panel (data tab) after your program finishes. Put the memory panel in Hex mode (right-click), since Decimal mode will not allow us to distinguish between bytes. Circle two things: the final value of the pointer 'result' in memory, and the corresponding location that result points to. Does that location in memory contain the ASCII code for the character 'e'? ***(If not, you had better check your work!)***

Answer: