

# Screenshot of Code:

```

1  # Program 1
2  li $s1, 8    # Store 1 in register s1
3  li $s2, 2    # Store 2 in register s2
4  li $s3, 4    # Store 3 in register s3
5
6
7  bgt $s1, $s2, checkCondition1 # Check if s1>s2
8  bgt $s2, $s3, checkCondition2 # check if s2>s3
9  move $s0, $s3
10 j done
11
12 checkCondition2: # check if s2>s3
13 move $s0, $s2 # move s2 to register s0
14 j done
15
16 checkCondition1:
17 bgt $s1, $s3, nextCondition3 # check if s1>s3
18 move $s0, $s3 # move s3 to register s0
19 j done
20
21 nextCondition3:
22 move $s0, $s1 # move s1 to register s0
23
24 done:
25

```

## Output:

\$s0	16	0x00000008
\$s1	17	0x00000008
\$s2	18	0x00000002
\$s3	19	0x00000004

Registers	Coproc 1	Coproc 0	
Name	Number		Value
\$zero	0		0x00000000
\$at	1		0x00000001
\$v0	2		0x00000000
\$v1	3		0x00000000
\$a0	4		0x00000000
\$a1	5		0x00000000
\$a2	6		0x00000000
\$a3	7		0x00000000
\$t0	8		0x00000000
\$t1	9		0x00000000
\$t2	10		0x00000000
\$t3	11		0x00000000
\$t4	12		0x00000000
\$t5	13		0x00000000
\$t6	14		0x00000000
\$t7	15		0x00000000
\$s0	16		0x00000008
\$s1	17		0x00000008
\$s2	18		0x00000002
\$s3	19		0x00000004
\$s4	20		0x00000000
\$s5	21		0x00000000
\$s6	22		0x00000000
\$s7	23		0x00000000
\$t8	24		0x00000000
\$t9	25		0x00000000
\$k0	26		0x00000000
\$k1	27		0x00000000
\$gp	28		0x10008000
\$sp	29		0x7ffffeffc
\$fp	30		0x00000000
\$ra	31		0x00000000

Code:

# Program 1

li \$s1, 8 # Store 1 in register s1

li \$s2, 2 # Store 2 in register s2

li \$s3, 4 # Store 3 in register s3

bgt \$s1, \$s2, checkCondition1 # Check if s1>s2

bgt \$s2, \$s3, checkCondition2 # check if s2>s3

move \$s0, \$s3

j done

checkCondition2: # check if s2>s3

move \$s0, \$s2 # move s2 to register s0

j done

checkCondition1:

bgt \$s1, \$s3, nextCondition3 # check if s1>s3

move \$s0, \$s3 # move s3 to register s0

j done

nextCondition3:

move \$s0, \$s1 # move s1 to register s0

done: