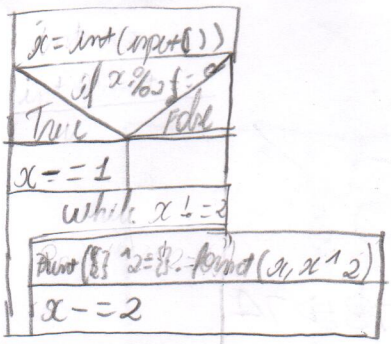
Aula 2:

① Entrada: 6

Saída: 6^2 = 36
4^2 = 16
2^2 = 4

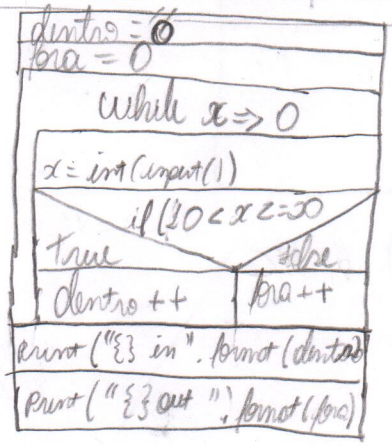


② Entrada

Intervalo]10, 20]

Enquanto entrada não for 0 ler valores e mostrar quantos estão contidos no intervalo

Ex.: Saída
2 in
2 out

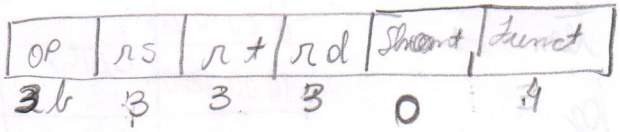


Processador

- 16 bits
- op → 3 bits

000 → R
001 → I - lw
010 → I - sw
011 → I - beq
100 → J → jump
101 → J - jal
110 → J - JR

+
-
x
and
or
} 4 bits



R - | 3 | 3 | 3 | 3 | 4 |

I - | 3 | 3 | 3 | 7 |

J - | 3 | 13 |

OP → [15 : 13]
rs → [12 : 10]
rt → [9 : 7]
rd → [6 : 4]
funct → [3 : 0]

Orig PC
OP ALU
Orig B ALU

Orig A ALU
Escreve Reg
Reg DST

Escreve PC cond
Escreve PC
Le mem