```
#Chuong trinh: if2 (a>=-3 && a<=4)
\# -4 \mid 5 \rightarrow tong; -3 \mid 4 \rightarrow hieu
#-----
#Data segment
    .data
#Cac dinh nghia bien
int a: .word 0
int_b: .word 1
int_c: .word 2
#Cac cau nhac nhap du lieu
Nhap a: .asciiz "Nhap a: "
Xuat_kq: .asciiz "a= "
#----
#Code segment
    .text
    .globl main
#-----
#Chuong trinh chinh
#-----
main:
#Nhap (syscall)
    la $a0, Nhap a
    addi $v0,$zero,4
    syscall
    addi $v0,$zero,5
    syscall
    SW
       $v0,int a
  # DK: (a>=-3 && a<=4); DK1: (a>=-3); DK2: (a<=4)
                     DK1': (a<-3); DK2': (a>4)
  \# t0=a/DK/a, t1=-3/4, t2=DK1'/DK1, t3=DK2'/DK2, t4=b, t5=c
    lw
       $t0,int a
    lw
         $t4, int b
    lw
       $t5,int c
  # if DK
   # tinh DK1': (a<-3)
    addi $t1,$zero,-3
    slt $t2,$t0,$t1
   # dao ve DK1
    xori $t2,$t2,1
   # tinh DK2': (a>4)
    addi $t1,$zero,4
    slt $t3,$t1,$t0
   # dao ve DK2
    xori $t3,$t3,1
   # tinh DK
    and $t0,$t2,$t3
   # kiem tra re nhanh
    beq $t0,$zero,else1
  # then
    sub $t0,$t4,$t5
    j endif1
  # else
else1:
```