```
      move  $t0,$zero     # i = 0
loop1:sll   $t1,$t0,2     # $t1 = i * 4
      add   $t2,$a0,$t1   # $t2 = &array[i]
      sw    $zero, 0($t2) # array[i] = 0
      addi  $t0,$t0,1     # i = i + 1
      slt   $t3,$t0,$a1   # $t3 = (i < size)
      bne   $t3,$zero,loop1# if () go to loop1
```

```
      move  $t0,$a0       # p = & array[0]
      sll   $t1,$a1,2     # $t1 = size * 4
      add   $t2,$a0,$t1   # $t2 = &array[size]
loop2:sw    $zero,0($t0)  # Memory[p] = 0
      addi  $t0,$t0,4     # p = p + 4
      slt   $t3,$t0,$t2   # $t3=(p<&array[size])
      bne   $t3,$zero,loop2# if () go to loop2
```

Unn Fig. 2-52.