Taller #002 - Febrero de 2016 - v1

```c
int main(){
 int p = 3, h[300], B[40];
 h[10] = 3;
 B[4] = -1;
 h[20] = B[4] + h[10] + p;
 return 0;}
```

```
or %g0, 3, %l0;  # p = 3
or %g0, 300, %l1;   # h = vector de 300 posiciones
or %g0, 40, %l2;   # B = vector de 40 posiciones
or %g0, 3, %l3;   # tmp1 = 3
st %l3, [%l1 + (10 * 4)]; # h[10] = 3
or %g0, -1, %l4;   # tmp2 = -1
st %l4, [%l2 + (4 * 4)];  # B[4] = -1
add %l3, %l0, %l3;   # tmp1 = h[10] + p
add %l4, %l3, %l3;   # tmp1 = tmp1 + tmp2
st %l3, [%l1 + (20 * (4)]; # h[20] = B[4] + h[10] + p;
or %g0, 0, %o0;   # return 0
```

opcode	op	rd	op3	rs1	i	simm13 / asi + rs2		hex
or	10	10000	000010	00000	1	0000000000011		A0102003
or	10	10001	000010	00000	1	0000100101100		A210212C
or	10	10010	000010	00000	1	0000000101000		A4102028
or	10	10011	000010	00000	1	0000000000011		A6102003
st	11	10011	000100	10001	1	0000000101000		E6246028
or	10	10100	000010	00000	1	1111111111111		A8103FFF
st	11	10100	000100	10010	1	0000000010000		E824A010
add	10	10011	000000	10011	0	00000000	10011	A604C013
add	10	10011	000000	10100	0	00000000	10011	A6050013
st	11	10011	000100	10001	1	0000001010000		E6246050
or	10	01000	000010	01000	1	0000000000000		90122000