

**Problem 1 (2.10) Score:** \_\_\_\_\_

**Solution:** The translated code into C is:  $f = 2 * (&A)$

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**Problem 2 (2.12) Score:** \_\_\_\_\_

**Solution:** 1. 0x50000000

2. overflow, not the desired answer.

3. 0xb0000000

4. It is the desired answer.

5. 0xd0000000

6. overflow, not the desired answer.

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**Problem 3 (2.14) Score:** \_\_\_\_\_ 0000 0010 0001 0000 1000 0000 0010 0000

**Solution:** It is in r-type.

000000 10000 10000 10000 00000 100000  
opcode-add rs rt rd shamt funct

So the assembly language instruction is, add \$s0, \$s0, \$s0

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**Problem 4 (2.16) Score:** \_\_\_\_\_

**Solution:** From funct=34 and check the table we can know it is a sub operation. So the instruction in assembly language is:

sub \$v1, \$v1, \$v0 (r-type) And it represent in binary form is: 0000\_0000\_0110\_0010\_0001\_1000\_0010\_0010<sub>(2)</sub>

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**Problem 5 (2.19) Score:** \_\_\_\_\_

**Solution:** 1. The value stored in \$t0 is shifted four places to the left and bitwise or with the value stored in \$t1.  
The answer is: 0xbabefef8.

2. The value stored in \$t0 is shifted four places to the left and bitwise joined with 1111\_1111\_1111\_1111\_1111\_1111\_1111\_1111  
The answer is: 0xaaaaaaaa0.

3. The value stored in \$t0 is shifted three places to the right and bitwise joined with 0000\_0000\_0000\_0000\_1111\_1111\_1110\_1111  
The answer is: 0x00005545.

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**Problem 6 (2.23) Score:** \_\_\_\_\_

**Solution:** The first instruction set \$t2 to 1 because  $\$t0 > 0$  is true. Then go into the 'ELSE' branch and set \$t2 to \$t2 plus 2. So after that \$t2 equal to 3.

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