```c
#include <stdio.h>
int main()
{
    int auto1=70, auto2=150;
    if (auto1!=0 && auto2!=0)
    {
        while(auto1 != auto2)
        {
            auto1++;
            auto2--;
        }
    }
    return 0;
}
```

```
1   # s1 <-> auto1    s2 <-> auto2
2           addi s1,zero,70
3           addi s2,zero,150
4           beq s1,zero,L1
5           beq s2,zero,L1
6           j While1
7   L2:     addi s1,s1,1 #primera instruccion del bucle
8           addi s2,s2,-1
9   While1: bne s1,s2,L2 #condicion del bucle
10  L1:     nop
```

```c
#include <stdio.h>
int main ()
{
    int n=0, num=0, max=21;

    for (int i=0; i<max; i++)
    {
        for (int j=0; (n<max || i<=n) && (n+i)%2==0; j++)
        {
            num++;
        }
        n++;
    }
    return 0;
}
```

```
# s1<->n  s2<->num  s3<->max  s4<->i  s5<->j
        addi s1,zero,0  # variables
        addi s2,zero,0
        addi s3,zero,21
        addi s4,zero,0  #instruction i=0
        j for1
L4:     addi s5,zero,0  #instruction j=0
        j for2
L3:     addi s2,s2,1    #instruction num++
        addi s5,s5,1    #instruction j++
for2:   blt s1,s3,L1    #instruction n<max (for2 condition)
        bgt s4,s1,L2    #instruction i<=n
L1:     add t0,s1,s4    #instruction (n+i)
        andi t1, t0,1   #instruction (n+i)%2
        beq t1,zero,L3  #instruction (n+i)%2==0
L2:     addi s1,s1,1    #instruction n++
        addi s4,s4,1    #instruction i++
for1:   blt s4,s3,L4    #instruction i<max (for1 condition)
        nop
```