

Bottom text

Lab B

Sample text

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## Program 1:

Code:

```
ORG 96
DD 15, 6,-5,12,3,11,0
addi x1, x0, 96

ld x4, 0(x1) //y
ld x5, 8(x1) //z
ld x6, 16(x1) //c
ld x7, 24(x1)//d
ld x8, 32(x1)//L
ld x9, 40(x1) //M
ld x10, 48(x1)//x

add x11, x4, x9 //y+m

sub x12, x8, x7 // L-D

add x13, x5, x6 //z+c

add x10, x0, x11
sub x10, x10, x12
add x10, x10, x13
sub x10, x10, x7

sd x10, 48(x1)
```

After compile (Before run):

Register/Memory

Register		MEMORY			
Register	Value	ADDRESS	HEXADECEIMAL	INTEGER	FLOAT
x0 zero	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x1 ra	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x2 sp	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x3 gp	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x4 tp	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x5 t0	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x6 t1	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x7 t2	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x8 s0	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x9 s1	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x10 a0	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x11 a1	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x12 a2	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x13 a3	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x14 a4	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x15 a5	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x16 a6	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x17 a7	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x18 s2	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x19 s3	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x20 s4	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x21 s5	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x22 s6	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x23 s7	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x24 s8	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x25 s9	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x26 s10	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x27 s11	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x28 t3	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x29 t4	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x30 t5	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000
x31 t6	0x0000000000000000	0x0000000000000000	0	0	0.000000E+000

  

ADDRESS	HEXADECEIMAL	INTEGER	FLOAT	SOURCE TEXT
0x0000000000000060	0x000000000000000f	15	7.410985E-323	DD 15, 6,-5,12,3,11,0
0x0000000000000068	0x0000000000000006	6	2.964394E-323	
0x0000000000000070	0xfffffffffffffffb	-5	NOT_A_FLP	
0x0000000000000078	0x000000000000000c	12	5.928788E-323	
0x0000000000000080	0x0000000000000003	3	1.482197E-323	
0x0000000000000088	0x000000000000000b	11	5.434722E-323	
0x0000000000000090	0x0000000000000000	0	0.000000E+000	

  

Refresh ☒ HEX ☐ INT ☐ FLP Regs Refresh ☒ HEX ☒ INT ☒ FLP ☒ TXT Memory

## Listing

ASSEMBLY LISTING				
ADDRESS	BIN/HEX CODE	HEX OPERANDS	INT OPERANDS	TEXT SOURCE
0x0000000000000060	DD 0x000000000000000f			DD 15, 6, -5, 12, 3, 11, 0
0x0000000000000068	DD 0x0000000000000006			
0x0000000000000070	DD 0xfffffffffffffffb			
0x0000000000000078	DD 0x000000000000000c			
0x0000000000000080	DD 0x0000000000000003			
0x0000000000000088	DD 0x000000000000000b			
0x0000000000000090	DD 0x0000000000000000			
0x0000000000000098	I 000001100000 00000 000 00001 0010011	addi x1 x0 0x060	addi x1,x0,96	addi x1, x0, 96
0x000000000000009c	I 000000000000 00001 011 00100 0000011	ld x4 x1 0x000	ld x4,0(x1)	ld x4, 0(x1) //y
0x00000000000000a0	I 0000000001000 00001 011 00101 0000011	ld x5 x1 0x008	ld x5,8(x1)	ld x5, 8(x1) //z
0x00000000000000a4	I 0000000010000 00001 011 00110 0000011	ld x6 x1 0x010	ld x6,16(x1)	ld x6, 16(x1) //c
0x00000000000000a8	I 0000000011000 00001 011 00111 0000011	ld x7 x1 0x018	ld x7,24(x1)	ld x7, 24(x1) //d
0x00000000000000ac	I 0000000100000 00001 011 01000 0000011	ld x8 x1 0x020	ld x8,32(x1)	ld x8, 32(x1) //L
0x00000000000000b0	I 0000000101000 00001 011 01001 0000011	ld x9 x1 0x028	ld x9,40(x1)	ld x9, 40(x1) //M
0x00000000000000b4	I 0000000110000 00001 011 01010 0000011	ld x10 x1 0x030	ld x10,48(x1)	ld x10, 48(x1) //x
0x00000000000000b8	R 0000000 01001 00100 000 01011 0110011	add x11 x4 x9	add x11,x4,x9	add x11, x4, x9 //y+m
0x00000000000000bc	R 0100000 00111 01000 000 01100 0110011	sub x12 x8 x7	sub x12,x8,x7	sub x12, x8, x7 // L-D
0x00000000000000c0	R 0000000 00110 00101 000 01101 0110011	add x13 x5 x6	add x13,x5,x6	add x13, x5, x6 //z+c
0x00000000000000c4	R 0000000 01011 00000 000 01010 0110011	add x10 x0 x11	add x10,x0,x11	add x10, x0, x11
0x00000000000000c8	R 0100000 01100 01010 000 01010 0110011	sub x10 x10 x12	sub x10,x10,x12	sub x10, x10, x12
0x00000000000000cc	R 0000000 01101 01010 000 01010 0110011	add x10 x10 x13	add x10,x10,x13	add x10, x10, x13
0x00000000000000d0	R 0100000 00111 01010 000 01010 0110011	sub x10 x10 x7	sub x10,x10,x7	sub x10, x10, x7
0x00000000000000d4	S 0000001 01010 00001 011 10000 0100011	sd x10 x1 0x030	sd x10,48(x1)	sd x10, 48(x1)
SYMBOL TABLE				
0x0000000000000098 START				
InitPC 0x0000000000000098 START Stop Run Next <input checked="" type="checkbox"/> TXT Listing				

After Run:

## Register/Memory

MEMORY				
ADDRESS	HEXADECIMAL	INTEGER	FLOAT	SOURCE TEXT
0x0000000000000060	0x000000000000000f	15	7.410985E-323	DD 15, 6, -5, 12, 3, 11, 0
0x0000000000000068	0x0000000000000006	6	2.964394E-323	
0x0000000000000070	0xfffffffffffffffb	-5	NOT_A_FLP	
0x0000000000000078	0x000000000000000c	12	5.928788E-323	
0x0000000000000080	0x0000000000000003	3	1.482197E-323	
0x0000000000000088	0x000000000000000b	11	5.434722E-323	
0x0000000000000090	0x0000000000000018	24	1.185758E-322	
x0 zero	0x0000000000000000	0		
x1 ra	0x0000000000000060	96		
x2 sp	0x0000000000000000	0		
x3 gp	0x0000000000000000	0		
x4 tp	0x000000000000000f	15		
x5 t0	0x0000000000000006	6		
x6 t1	0xfffffffffffffffb	-5		
x7 t2	0x000000000000000c	12		
x8 s0	0x0000000000000003	3		
x9 s1	0x000000000000000b	11		
x10 a0	0x0000000000000018	24		
x11 a1	0x000000000000001a	26		
x12 a2	0xfffffffffffffffb	-9		
x13 a3	0x0000000000000001	1		
x14 a4	0x0000000000000000	0		
x15 a5	0x0000000000000000	0		
x16 a6	0x0000000000000000	0		
x17 a7	0x0000000000000000	0		
x18 s2	0x0000000000000000	0		
x19 s3	0x0000000000000000	0		
x20 s4	0x0000000000000000	0		
x21 s5	0x0000000000000000	0		
x22 s6	0x0000000000000000	0		
x23 s7	0x0000000000000000	0		
x24 s8	0x0000000000000000	0		
x25 s9	0x0000000000000000	0		
x26 s10	0x0000000000000000	0		
x27 s11	0x0000000000000000	0		
x28 t3	0x0000000000000000	0		
x29 t4	0x0000000000000000	0		
x30 t5	0x0000000000000000	0		
x31 t6	0x0000000000000000	0		
Refresh <input checked="" type="checkbox"/> HEX <input checked="" type="checkbox"/> INT <input checked="" type="checkbox"/> FLP Regs Refresh <input checked="" type="checkbox"/> HEX <input checked="" type="checkbox"/> INT <input checked="" type="checkbox"/> FLP <input checked="" type="checkbox"/> TXT Memory				

ASSEMBLY LISTING									
ADDRESS	BIN/HEX CODE			HEX OPERANDS	INT OPERANDS	TEXT SOURCE			
						DD	15,	6,-5,12,3,11,0	
0x0000000000000060	DD	0x0000000000000000	00000000						
0x0000000000000068	DD	0x0000000000000000	00000000						
0x0000000000000070	DD	0xfffffffffffffffb	00000000						
0x0000000000000078	DD	0x0000000000000000	00000000						
0x0000000000000080	DD	0x0000000000000000	00000000						
0x0000000000000088	DD	0x0000000000000000	00000000						
0x0000000000000090	DD	0x0000000000000000	00000000						
0x0000000000000098	I	000001100000	00000 000	00001 0010011	addi	x1,x0,96	addi	x1,x0,96	
0x000000000000009c	I	000000000000	00001 011	00100 0000011	ld	x4,0(x1)	ld	x4,0(x1)	//y
0x00000000000000a0	I	000000001000	00001 011	00101 0000011	ld	x5,8(x1)	ld	x5,8(x1)	//z
0x00000000000000a4	I	000000001000	00001 011	00110 0000011	ld	x6,16(x1)	ld	x6,16(x1)	//c
0x00000000000000a8	I	0000000011000	00001 011	00111 0000011	ld	x7,24(x1)	ld	x7,24(x1)	//d
0x00000000000000ac	I	0000000100000	00001 011	01000 0000011	ld	x8,32(x1)	ld	x8,32(x1)	//L
0x00000000000000b0	I	0000000101000	00001 011	01001 0000011	ld	x9,40(x1)	ld	x9,40(x1)	//M
0x00000000000000b4	I	0000000110000	00001 011	01010 0000011	ld	x10,48(x1)	ld	x10,48(x1)	//x
0x00000000000000b8	R	0000000 01001	00100 000	01011 0110011	add	x11,x4,x9	add	x11,x4,x9	//y+m
0x00000000000000bc	R	0100000 00111	01000 000	01100 0110011	sub	x12,x8,x7	sub	x12,x8,x7	// L-D
0x00000000000000c0	R	0000000 00110	00101 000	01101 0110011	add	x13,x5,x6	add	x13,x5,x6	//z+c
0x00000000000000c4	R	0000000 01011	00000 000	01010 0110011	add	x10,x0,x11	add	x10,x0,x11	
0x00000000000000c8	R	0100000 01100	01010 000	01010 0110011	sub	x10,x10,x12	sub	x10,x10,x12	
0x00000000000000cc	R	0000000 01101	01010 000	01010 0110011	add	x10,x10,x13	add	x10,x10,x13	
0x00000000000000d0	R	0100000 00111	01010 000	01010 0110011	sub	x10,x10,x7	sub	x10,x10,x7	
0x00000000000000d4	S	0000001 01010	00001 011	10000 0100011	sd	x10,x1,0x030	sd	x10,48(x1)	
SYMBOL TABLE									
0x0000000000000098 START									
<div> <div> <div>InitPC</div> <div>0x00000000000000d8</div> <div>START</div> <div>Stop</div> <div>Run</div> <div>Next</div> <div><input checked="" type="checkbox"/> TXT</div> </div> <div>Listing</div> </div>									

```
START
0x0000000000000098 addi    x1 x0 0x060          addi    x1, x0, 96
0x000000000000009c ld      x4 x1 0x000          ld      x4, 0(x1)          //y
0x00000000000000a0 ld      x5 x1 0x008          ld      x5, 8(x1)          //z
0x00000000000000a4 ld      x6 x1 0x010          ld      x6, 16(x1)         //c
0x00000000000000a8 ld      x7 x1 0x018          ld      x7, 24(x1)         //d
0x00000000000000ac ld      x8 x1 0x020          ld      x8, 32(x1)         //L
0x00000000000000b0 ld      x9 x1 0x028          ld      x9, 40(x1)         //M
0x00000000000000b4 ld      x10 x1 0x030         ld      x10, 48(x1)        //x
0x00000000000000b8 add     x11 x4 x9          add     x11, x4, x9        //y+m
0x00000000000000bc sub     x12 x8 x7          sub     x12, x8, x7        // L-D
0x00000000000000c0 add     x13 x5 x6          add     x13, x5, x6        //z+c
0x00000000000000c4 add     x10 x0 x11         add     x10, x0, x11
0x00000000000000c8 sub     x10 x10 x12        sub     x10, x10, x12
0x00000000000000cc add     x10 x10 x13        add     x10, x10, x13
0x00000000000000d0 sub     x10 x10 x7         sub     x10, x10, x7
0x00000000000000d4 sd      x10 x1 0x030        sd      x10, 48(x1)
0x00000000000000d8: NO INSTRUCTION
```

## Program v2:

Code:

```
addi x2, x0, 15 //y
addi x3, x0, 6 //z
addi x4, x0, -5 //c

ld x5, 0(x1) //D
ld x6, 8(x1) //L
ld x7, 16(x1) //M

addi x8, x0, 0 //X

add x9, x2, x7 //Y + M
sub x10, x6, x5 //L -D
add x11, x3, x4 // Z + C

add x8, x0, x9
sub x8, x8, x10
add x8, x8, x11
sub x8, x8, x5

sd x8, 24(x1)
```

Before Run(After compile):

Register/Memory

Register		MEMORY		
Register	Value	ADDRESS	HEXADECIMAL	INTEGER
x0	zero 0x0000000000000000 0	0x0000000000000060	0x000000000000000c	12
x1	ra 0x0000000000000000 0	0x0000000000000068	0x0000000000000003	3
x2	sp 0x0000000000000000 0	0x0000000000000070	0x000000000000000b	11
x3	gp 0x0000000000000000 0	0x0000000000000078	0x0000000000000000	0
x4	tp 0x0000000000000000 0			
x5	t0 0x0000000000000000 0			
x6	t1 0x0000000000000000 0			
x7	t2 0x0000000000000000 0			
x8	s0 0x0000000000000000 0			
x9	s1 0x0000000000000000 0			
x10	a0 0x0000000000000000 0			
x11	a1 0x0000000000000000 0			
x12	a2 0x0000000000000000 0			
x13	a3 0x0000000000000000 0			
x14	a4 0x0000000000000000 0			
x15	a5 0x0000000000000000 0			
x16	a6 0x0000000000000000 0			
x17	a7 0x0000000000000000 0			
x18	s2 0x0000000000000000 0			
x19	s3 0x0000000000000000 0			
x20	s4 0x0000000000000000 0			
x21	s5 0x0000000000000000 0			
x22	s6 0x0000000000000000 0			
x23	s7 0x0000000000000000 0			
x24	s8 0x0000000000000000 0			
x25	s9 0x0000000000000000 0			
x26	s10 0x0000000000000000 0			
x27	s11 0x0000000000000000 0			
x28	t3 0x0000000000000000 0			
x29	t4 0x0000000000000000 0			
x30	t5 0x0000000000000000 0			
x31	t6 0x0000000000000000 0			

Refresh ☒ HEX ☐ INT ☐ FLP

Regs

Refresh ☒ HEX ☒ INT ☒ FLP ☒ TXT

Memory

Listing Window:

ASSEMBLY LISTING		HEX OPERANDS		INT OPERANDS		TEXT SOURCE	
ADDRESS	BIN/HEX CODE					DD	12,3,11,0
0x0000000000000060	DD 0x000000000000000c						
0x0000000000000068	DD 0x0000000000000003						
0x0000000000000070	DD 0x000000000000000b						
0x0000000000000078	DD 0x0000000000000000						
0x0000000000000080	I 000001100000 0000 000 00001 0010011	addi	x1 x0 0x060	addi	x1,x0,96	addi	x1, x0, 96
0x0000000000000084	I 000000001111 0000 000 00010 0010011	addi	x2 x0 0x00f	addi	x2,x0,15	addi	x2, x0, 15
0x0000000000000088	I 000000000110 0000 000 00011 0010011	addi	x3 x0 0x006	addi	x3,x0,6	addi	x3, x0, 6
0x000000000000008c	I 111111110111 0000 000 00100 0010011	addi	x4 x0 0xffff	addi	x4,x0,-5	addi	x4, x0, -5
0x0000000000000090	I 000000000000 00001 011 00101 0000011	ld	x5 x1 0x000	ld	x5,0(x1)	ld	x5, 0(x1)
0x0000000000000094	I 0000000001000 00001 011 00110 0000011	ld	x6 x1 0x008	ld	x6,8(x1)	ld	x6, 8(x1)
0x0000000000000098	I 0000000010000 00001 011 00111 0000011	ld	x7 x1 0x010	ld	x7,16(x1)	ld	x7, 16(x1)
0x000000000000009c	I 0000000000000 00000 000 01000 0010011	addi	x8 x0 0x000	addi	x8,x0,0	addi	x8, x0, 0
0x00000000000000a0	R 00000000 00111 00010 000 01001 0110011	add	x9 x2 x7	add	x9,x2,x7	add	x9, x2, x7
0x00000000000000a4	R 0100000 00101 00110 000 01010 0110011	sub	x10 x6 x5	sub	x10,x6,x5	sub	x10, x6, x5
0x00000000000000a8	R 00000000 00100 00011 000 01011 0110011	add	x11 x3 x4	add	x11,x3,x4	add	x11, x3, x4
0x00000000000000ac	R 00000000 01001 00000 000 01000 0110011	add	x8 x0 x9	add	x8,x0,x9	add	x8, x0, x9
0x00000000000000b0	R 0100000 01010 01000 000 01000 0110011	sub	x8 x8 x10	sub	x8,x8,x10	sub	x8, x8, x10
0x00000000000000b4	R 00000000 01011 01000 000 01000 0110011	add	x8 x8 x11	add	x8,x8,x11	add	x8, x8, x11
0x00000000000000b8	R 0100000 00101 01000 000 01000 0110011	sub	x8 x8 x5	sub	x8,x8,x5	sub	x8, x8, x5
0x00000000000000bc	S 00000000 01000 00001 011 11000 0100011	sd	x8 x1 0x018	sd	x8,24(x1)	sd	x8, 24(x1)
SYMBOL TABLE							
0x0000000000000080 START							

InitPC 0x00000000000000c0

START Stop Run Next ☒ TXT

Listing

After run:

Memory/Register Window:

x0 zero 0x0000000000000000 0	MEMORY
x1 ra 0x0000000000000060 96	ADDRESS
x2 sp 0x00000000000000f 15	HEXADEXIMAL
x3 gp 0x0000000000000006 6	INTEGER
x4 tp 0xffffffffffffffb -5	0x000000000000000c 12
x5 t0 0x000000000000000c 12	0x0000000000000003 3
x6 t1 0x0000000000000003 3	0x0000000000000070 11
x7 t2 0x000000000000000b 11	0x0000000000000018 24
x8 s0 0x0000000000000018 24	0x0000000000000000 0
x9 s1 0x000000000000001a 26	0x0000000000000000 0
x10 a0 0xffffffffffffff7 -9	0x0000000000000000 0
x11 a1 0x0000000000000001 1	0x0000000000000000 0
x12 a2 0x0000000000000000 0	0x0000000000000000 0
x13 a3 0x0000000000000000 0	0x0000000000000000 0
x14 a4 0x0000000000000000 0	0x0000000000000000 0
x15 a5 0x0000000000000000 0	0x0000000000000000 0
x16 a6 0x0000000000000000 0	0x0000000000000000 0
x17 a7 0x0000000000000000 0	0x0000000000000000 0
x18 s2 0x0000000000000000 0	0x0000000000000000 0
x19 s3 0x0000000000000000 0	0x0000000000000000 0
x20 s4 0x0000000000000000 0	0x0000000000000000 0
x21 s5 0x0000000000000000 0	0x0000000000000000 0
x22 s6 0x0000000000000000 0	0x0000000000000000 0
x23 s7 0x0000000000000000 0	0x0000000000000000 0
x24 s8 0x0000000000000000 0	0x0000000000000000 0
x25 s9 0x0000000000000000 0	0x0000000000000000 0
x26 s10 0x0000000000000000 0	0x0000000000000000 0
x27 s11 0x0000000000000000 0	0x0000000000000000 0
x28 t3 0x0000000000000000 0	0x0000000000000000 0
x29 t4 0x0000000000000000 0	0x0000000000000000 0
x30 t5 0x0000000000000000 0	0x0000000000000000 0
x31 t6 0x0000000000000000 0	0x0000000000000000 0

  

Refresh	<input checked="" type="checkbox"/> HEX	<input type="checkbox"/> INT	<input type="checkbox"/> FLP	Regs
Refresh	<input checked="" type="checkbox"/> HEX	<input checked="" type="checkbox"/> INT	<input checked="" type="checkbox"/> FLP	<input checked="" type="checkbox"/> TXT

Memory

Listing

ASSEMBLY LISTING				
ADDRESS	BIN/HEX CODE	HEX OPERANDS	INT OPERANDS	TEXT SOURCE
0x0000000000000060	DD 0x000000000000000c			DD 12,3,11,0
0x0000000000000068	DD 0x0000000000000003			
0x0000000000000070	DD 0x000000000000000b			
0x0000000000000078	DD 0x0000000000000000			
0x0000000000000080	I 000001100000 00000 000 00001 0010011	addi x1 x0 0x060	addi x1,x0,96	addi x1, x0, 96
0x0000000000000084	I 0000000001111 00000 000 00010 0010011	addi x2 x0 0x00f	addi x2,x0,15	addi x2, x0, 15
0x0000000000000088	I 0000000000110 00000 000 00011 0010011	addi x3 x0 0x006	addi x3,x0,6	addi x3, x0, 6
0x000000000000008c	I 111111111011 00000 000 00100 0010011	addi x4 x0 0xffb	addi x4,x0,-5	addi x4, x0, -5
0x0000000000000090	I 0000000000000 00001 011 00101 0000011	ld x5 x1 0x000	ld x5,0(x1)	ld x5, 0(x1)
0x0000000000000094	I 0000000001000 00001 011 00110 0000011	ld x6 x1 0x008	ld x6,8(x1)	ld x6, 8(x1)
0x0000000000000098	I 0000000010000 00001 011 00111 0000011	ld x7 x1 0x010	ld x7,16(x1)	ld x7, 16(x1)
0x000000000000009c	I 0000000000000 00000 000 01000 0010011	addi x8 x0 0x000	addi x8,x0,0	addi x8, x0, 0
0x00000000000000a0	R 00000000 00111 00010 000 01001 0110011	add x9 x2 x7	add x9,x2,x7	add x9, x2, x7
0x00000000000000a4	R 01000000 00101 00110 000 01010 0110011	sub x10 x6 x5	sub x10,x6,x5	sub x10, x6, x5
0x00000000000000a8	R 00000000 00100 00011 000 01011 0110011	add x11 x3 x4	add x11,x3,x4	add x11, x3, x4
0x00000000000000ac	R 00000000 01001 00000 000 01000 0110011	add x8 x0 x9	add x8,x0,x9	add x8, x0, x9
0x00000000000000b0	R 01000000 01010 01000 000 01000 0110011	sub x8 x8 x10	sub x8,x8,x10	sub x8, x8, x10
0x00000000000000b4	R 00000000 01011 01000 000 01000 0110011	add x8 x8 x11	add x8,x8,x11	add x8, x8, x11
0x00000000000000b8	R 01000000 00101 01000 000 01000 0110011	sub x8 x8 x5	sub x8,x8,x5	sub x8, x8, x5
0x00000000000000bc	S 00000000 01000 00001 011 11000 0100011	sd x8 x1 0x018	sd x8,24(x1)	sd x8, 24(x1)
SYMBOL TABLE				
0x0000000000000080 START				

  

InitPC	0x0000000000000000	START	Stop	Run	Next	<input checked="" type="checkbox"/> TXT
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Listing



## Execution Window

```

START
0x0000000000000080 addi    x1 x0 0x060          addi    x1, x0, 96
0x0000000000000084 addi    x2 x0 0x00f          addi    x2, x0, 15          //y
0x0000000000000088 addi    x3 x0 0x006          addi    x3, x0, 6          //z
0x000000000000008c addi    x4 x0 0xffb          addi    x4, x0, -5         //c
0x0000000000000090 ld      x5 x1 0x000          ld      x5, 0(x1)         //D
0x0000000000000094 ld      x6 x1 0x008          ld      x6, 8(x1)         //L
0x0000000000000098 ld      x7 x1 0x010          ld      x7, 16(x1)        //M
0x000000000000009c addi    x8 x0 0x000          addi    x8, x0, 0         //X
0x00000000000000a0 add     x9 x2 x7          add     x9, x2, x7        //Y + M
0x00000000000000a4 sub     x10 x6 x5          sub     x10, x6, x5       //L -D
0x00000000000000a8 add     x11 x3 x4          add     x11, x3, x4       // Z + C
0x00000000000000ac add     x8 x0 x9          add     x8, x0, x9
0x00000000000000b0 sub     x8 x8 x10          sub     x8, x8, x10
0x00000000000000b4 add     x8 x8 x11          add     x8, x8, x11
0x00000000000000b8 sub     x8 x8 x5          sub     x8, x8, x5
0x00000000000000bc sd      x8 x1 0x018          sd      x8, 24(x1)
0x00000000000000c0: NO INSTRUCTION

```

Clear Execution