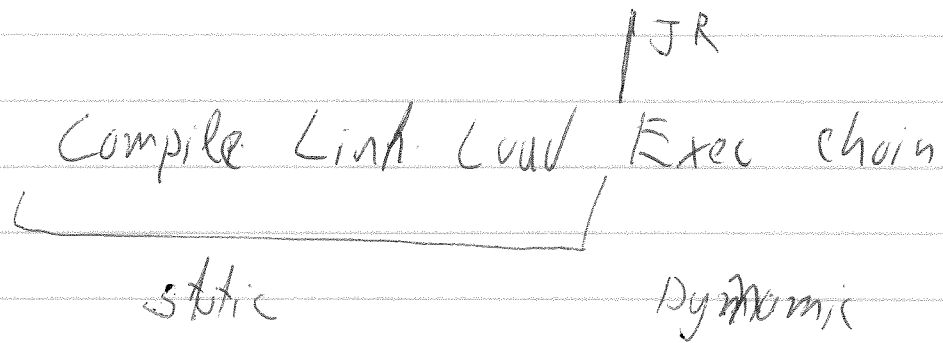


CS2318

12/06/16



int A[100];

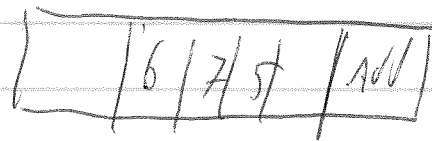
int \*A;

a = b + c;

add \$5, \$6, \$7

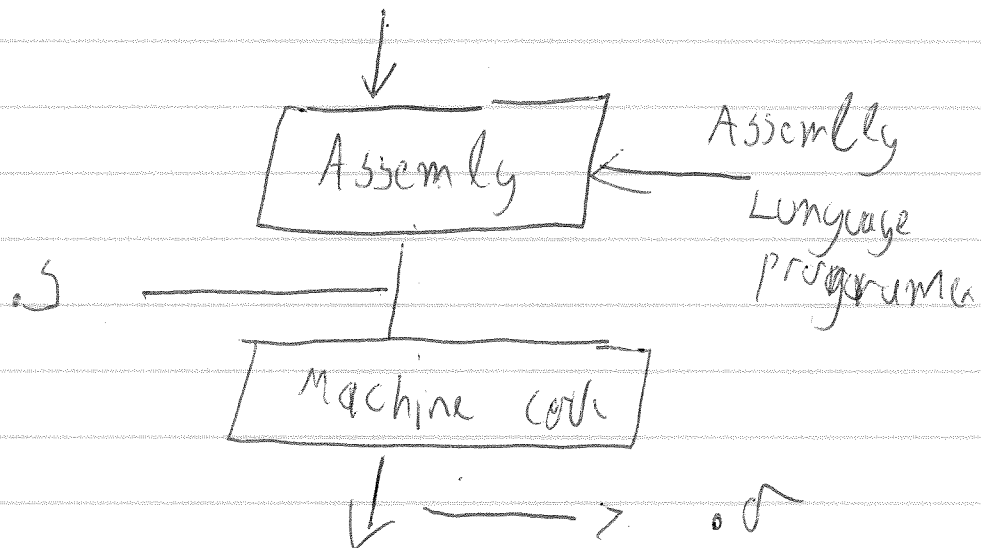
New ( ↓ )

int A;



machine code

Compiler



2

program A

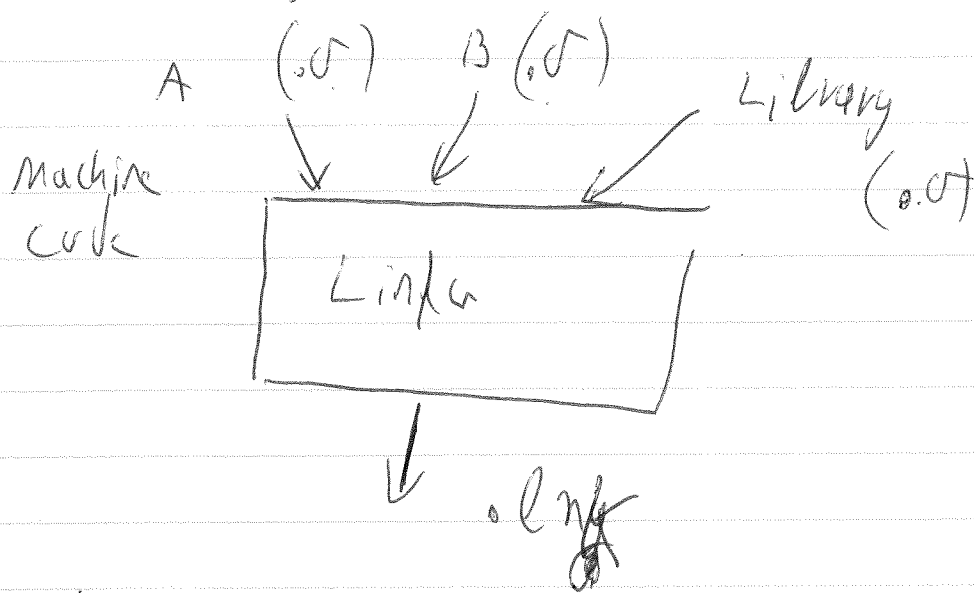
program B

`int A[100];`

`int A[50];`

- Linker has to resolve references to

Variables



Take care

about Function call convention

3

## Loader

Loading the program to M.M,

Assume Loader always load.

Programs starting at address

0x00000400

---

static  
↓  
lw \$t1, 200(\$t2)     dynamic

Program A

J out

out:



Program B

J out

out:

J out

4. The J instruction has to  
be completed by the Loader  
→ J out JOL file Absolute

beg \$5, \$6, out

Relative

Relocatable

beg \$5, \$6, out      Loader is not  
→  $\begin{matrix} \square \\ \square \\ \square \\ \square \\ 0 \\ 1 \end{matrix}$        $\uparrow$       concerned  
distance of out  
in words from →  
out:      to out

5 BEQ (Family)

J JAL

JR

Real pseudo

1) Limitations  $\pm 2^{15}$  words BEQ

segment J JAL

No Limitations JR

JR \$R5  $2^{32}$  Bytes of Mem

2) Abs / Relative

J JAL / JR absolute

BEQ Relative

3) Conditional unconditional

BEQ etc / B J JAL JR  
BLT

6

- Function call convention

Role of registers S, T, V, A0, RA

- compilation chain

- Recursive function call

- Number representation

US

S-M, 1's 2's

Fixed point

Float

- Memory mapped / Interrupt used

I/O