

→ Pointers

→ Q - 9/10

→ $V[j] = V[i]$

load i
load $\text{addr}(V)$
——→ compute $4 * i$
——→ compute $\text{base} + 4 * i$
load $V[i]$
load j
——→ compute $4 * j$
——→ compute $\text{base} + 4 * j$
Store

} 4L
} 1S

→ $x = V[i * p]$

load p
load $*p$
load i
——→ compute $i * p$
——→ compute $4 * [i * p]$
load $\text{addr}(V)$
——→ compute $\text{base of } V + 4 * [i * p]$
load (—)
store (—) at $\text{addr}(x)$

} 5L
} 1S

→ $x = V[* * q]$

load q
load $*q$
load $* * q$
——→ compute $4 * [* * q]$
load $\text{addr}(V)$
——→ compute $\text{base} + \text{offset}$
load (—)
store (—) at $\text{addr}(x)$

} 5L
} 1S

→ $j = V[*p]$

load p
load $*p$
——→ $4 * [*p]$
load $\text{addr}(V)$
——→ $\text{base} + \text{offset}$
load (—)
store (—) at $\text{addr}(j)$

} 4L
} 1S