

I collaborated with Charlie Youssef (He helped me, I provided zero assistance to him)

- 1.) Red is the register being altered, blue is the first argument, pink is the second argument, yellow means jump
- 2.) andi causes the ZI input to be selected, and it is 0x0001
- 3.) addiu , SI is -17999
- 4.) ZI is unsigned, SI is signed
- 5.) It adds the zero in the PC absolute, and JS adds the address into the register
- 6.) It is dividing the value in register 7 by 2
- 8.) The comparison happens in Branchcalc, sends  $-7*4$  to the branch offset which gets added to current address + 4 and sends it to the register file
- 9.) It did 5 iterations of the loop, it stopped looping when r6 was 0. It is only based on r6 so nothing makes it have more or less iterations
- 10.) It is copying the data from lines 50-60 in the data memory to lines 20-30 in the data memory, and in the register file it is adding every four bites from 50-60 into r10