

Editor

Simulator

Run

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Machine Code	Basic Code	Original Code
0x00100593	addi x11 x0 1	addi a1, zero, 1 # assign value 1 to register a1 (a1 := 1)
0x00100613	addi x12 x0 1	addi a2, zero, 1 # assign value 1 to registet a2 (a2 := 1)
0x00600693	addi x13 x0 6	addi a3, zero, 6 # assign value 1 to register s1 (a3 := 6)
0x00d65863	bge x12 x13 16	loop: bge a2, a3, done # if a2 >= a3, then exit loop and go to done
0x02c585b3	mul x11 x11 x12	mul a1, a1, a2 # compute a1 * a2, and assign result to a1 (a1 := a1 * a2)
0x00160613	addi x12 x12 1	addi a2, a2, 1 # increment value of a2 by one
0xff5ff06f	jal x0 -12	j loop # jump to loop header
0x00000013	addi x0 x0 0	done: nop # finish program execution

console output

t1 (x6)	0
t2 (x7)	0
s0 (x8)	0
s1 (x9)	0
a0 (x10)	0
a1 (x11)	120
a2 (x12)	6
a3 (x13)	6
a4 (x14)	0
a5 (x15)	0
a6 (x16)	0

Display Settings

Decimal