

Common mistakes in programming exam 2 (ordered by number of occurrences):

1. Using odd numbered floating point registers for double precision floats:

Note: for single precision floating numbers we can use both odd and even numbered floating point registers but for double precision, we have to use even numbered registers

Wrong:

```
l.d $f3, 0($t0)
      ^
      odd
```

Correct:

```
l.d $f2, 0($t0)
      ^
      even
```

2. In floating point comparison, there is no 'gt'. To achieve the same result, we need to check complement of less than.

Comparison:

```
if $f0 > $f2
    then branch to 'label'
```

Essentially, these two comparisons are the same: if (! (\$f0 <= \$f2)) - and - if (\$f0 > \$f2)

Wrong:

```
c.gt.d $f0, $f2
bc1t label
      ^
```

if result of comparison is true, then branch to 'label'

Correct:

```
c.le.d $f0, $f2
bc1f label
      ^
```

if result of comparison is false, then branch to 'label'.

3. To convert a integer to floating point:

I) move the integer to co-processor 1

II) convert the integer that is in co-processor 1 to floating point

Example:

\$t0 (integer) --> \$f0 (single precision floating point)

```
mtc1 $t0, $f0
      ^
```

move integer to co-processor 1

```
cvt.s.w $f0, $f0
```

^

convert to single precision from word (integer)

Example:

\$t0 (integer) --> \$f0 (double precision floating point)

```
mtc1 $t0, $f0
```

^

move integer to co-processor 1

```
cvt.d.w $f0, $f0
```

^

convert to double precision from word (integer)

4. Saving register to static variables:

Example:

store value in register \$t0 to static variable 'array_pointer'

```
.data
```

```
array_pointer: .word 0
```

```
.text
```

```
la $t9, array_pointer
```

^

load the address of variable 'array_pointer' into register \$t9

```
sw $t0, 0($t9)
```

^

store the content of register \$t0 into memory at the address of \$t9

```
memory[array_pointer] = $t0
```

Example:

load value from static variable 'array_pointer' into register \$t0

```
.data
```

```
array_pointer: .word 0
```

```
.text
```

```
la $t9, array_pointer
```

^

load the address of variable into register \$t9

```
lw $t0, 0($t9)
```

^

load the content in memory at address of St9 into St0

```
St0 = memory[array_pointer]
```