

**CISS360: Computer Systems and Assembly Language
Quiz q1101**Name: aoro1@cougars.ccis.eduScore:

Open `main.tex` and enter answers (look for `answercode`, `answerbox`, `answerlong`). Turn the page for detailed instructions. To rebuild and view pdf, in bash shell execute `make`. To build a gzip-tar file, in bash shell execute `make s` and you'll get `submit.tar.gz`.

Q1. Complete the following SPIM program that gets two integers from the user and prints the maximum. Obviously some functions are missing. The program must execute in PCSpim. Do not change the `main()` function. (There's a `*.s` file you can use. But your answer must be inserted into the `main.tex` file.)

ANSWER:

```
#=====
# Get integers x, y and print max(x, y)
#=====

        .text
        .globl main

read_int:
        li            $v0, 5
        syscall
        j             $ra

max:
        bgt           $a1, $a0, y_is_max
        move          $v0, $a0          # x is max
        jal           $ra

y_is_max:
        move          $v0, $a1          # y is max
        jal           $ra

print_int:
        li            $v0, 1
        syscall
        jal           $ra

main:   jal    read_int    # Get int x from user
        move   $s0, $v0    # and store in s0

        jal    read_int    # Get int y from user
                        # and store in v0
```

```
move    $a0, $s0      # a0 = s0
move    $a1, $v0      # a1 = v0
jal     max           # v0 = max(a0, a1)

move    $a0, $v0      # a0 = v0
jal     print_int     # print_int(a0)

li      $v0, 10
syscall
```

INSTRUCTIONS

In `main.tex` change the email address in

```
\renewcommand\AUTHOR{jdoe5@cougars.ccis.edu}
```

to yours. In the bash shell, execute “`make`” to recompile `main.pdf`. Execute “`make v`” to view `main.pdf`. Execute “`make s`” to create `submit.tar.gz` for submission.

For each question, you’ll see boxes for you to fill. You write your answers in `main.tex` file. For small boxes, if you see

```
1 + 1 = \answerbox{}
```

you do this:

```
1 + 1 = \answerbox{2}
```

`answerbox` will also appear in “true/false” and “multiple-choice” questions.

For longer answers that needs typewriter font, if you see

```
Write a C++ statement that declares an integer variable name x.
\begin{answercode}
\end{answercode}
```

you do this:

```
Write a C++ statement that declares an integer variable name x.
\begin{answercode}
int x;
\end{answercode}
```

`answercode` will appear in questions asking for code, algorithm, and program output. In this case, indentation and spacing is significant. For program output, I do look at spaces and newlines.

For long answers (not in typewriter font) if you see

```
What is the color of the sky?
\begin{answerlong}
\end{answerlong}
```

you can write

```
What is the color of the sky?
\begin{answerlong}
The color of the sky is blue.
\end{answerlong}
```

For students beyond 245: You can put \LaTeX commands in `answerbox` and `answerlong`.

A question that begins with “T or F or M” requires you to identify whether it is true or false, or meaningless. “Meaningless” means something’s wrong with the statement and it is not well-defined. Something like “ $1+2$ ” or “ $\{2\}^{\{3\}}$ ” is not well-defined. Therefore a question such as “Is $42 = 1+2$ true or false?” or “Is $42 = \{2\}^{\{3\}}$ true or false?” does not make sense. “Is $P(42) = \{42\}$ true or false?” is meaningless because $P(X)$ is only defined if X is a set. For “Is $1 + 2 + 3$ true or false?”, “ $1 + 2 + 3$ ” is well-defined but as a “numerical expression”, not as a “proposition”, i.e., it cannot be true or false. Therefore “Is $1 + 2 + 3$ true or false?” is also not a well-defined question.

When writing results of computations, make sure it’s simplified. For instance write 2 instead of $1 + 1$. When you write down sets, if the answer is $\{1\}$, I do not want to see $\{1, 1\}$.

When writing a counterexample, always write the simplest.

Here are some examples (see `instructions.tex` for details):

1. T or F or M: $1 + 1 = 2$ T

2. T or F or M: $1 + 1 = 3$ F

3. T or F or M: $1+^2 =$ M

4. $1 + 2 =$ 3

5. Write a C++ statement to declare an integer variable named **x**.

`int x;`

6. Solve $x^2 - 1 = 0$.

Since $x^2 - 1 = (x - 1)(x + 1)$, $x^2 - 1 = 0$ implies $(x - 1)(x + 1) = 0$. Therefore $x - 1 = 0$ or $x = -1$. Hence $x = 1$ or $x = -1$.

7. Which is true? C

(A) $1 + 1 = 0$

(B) $1 + 1 = 1$

(C) $1 + 1 = 2$

(D) $1 + 1 = 3$

(E) $1 + 1 = 4$