

CSC 256 - Machine Structures
Project 5

Assigned : March 27th, 2017
Due : April 3rd, 2017 @ midnight
Total Points: 90 Points

Description For project five, your objective is to convert the given C++ code into MIPS assembly. Please do not modify the C++ code itself. You are only allowed to make modifications to the assembly file. Start writing your code below the main: label and above the exit: label. For this project stay BETWEEN these labels.

When doing a C++ to MIPS conversion, it can be done in the following steps:

- 1 Assign variables to registers. When inspecting code, any constant values in expressions may need to be assigned to temporary registers.
- 2 Initialize variables to registers. (actually put the values into the registers.)
- 3 Then move onto the rest of the code.

Expected Output:

String: dlrow laer eht ot emoclew

Submission

When you have completed the assignment please upload your .s file to ilearn. PLEASE DO NOT UPLOAD ANY OTHER TYPE OF FILE.

Base MIPS Code

```
1 .data
2     endl:    .asciiz  "\n"    # used for cout << endl;
3     label:   .asciiz  "String: "
4     string:  .byte    'w','e','l','c','o','m','e',' ','t','o',' ','t','h','e',' ','r','e','a','l',' ','w','o','r','l','d'
5 .text
6
7 # addr of string —> $s0
8 # beg  —> $s1
9 # end  —> $s2
10 # temp —> $s3
11 main:
12
13 exit:
14     la      $a0, label        # puts label into arg0 (a0 register) for cout
15     addi    $v0, $0, 4        # puts 4 in v0 which denotes we are printing a
                                # string
16     syscall                                # make a syscall to system
17
18     move    $a0, $s0          # puts address of string into arg0 (a0 register)
                                # for cout
19     addi    $v0, $0, 4        # puts 4 in v0 to denote we are printing a String
20     syscall                                # make a syscall to system
21
22     la      $a0, endl         # puts the address of the string endl into a0
23     addi    $v0, $0, 4        # puts 4 into v0 saying we are printing a string
24     syscall
25
26     addi    $v0,$0, 10
27     syscall
```

p5codeBase.s

C++ Equivalent

```
1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5
6
7 int main(void)
8 {
9
10     char string[] = "welcome to the real world";
11     int beg;
12     int end;
13
14     beg = 0;
15     end = 24;
16     char temp;
17     while(beg < end){
18         temp = string[beg];
19         string[beg] = string[end];
20         string[end] = temp;
21         beg = beg + 1;
22         end = end - 1;
23     }
24
25     printf("String : %s\n", string );
26
27 }
```

p5code.cpp