

## Program 1: add.asm

```
.data
x:    .word 0
y:    .word 0
z:    .word 0
nl:    .asciiz "\n"

.text
main:
    li    $v0, 5        # Read x
    syscall
    la    $t0, x
    sw    $v0, 0($t0)
    li    $v0, 5        # Read y
    syscall
    la    $t0, y
    sw    $v0, 0($t0)

    la    $t0, x        # z = x + y
    lw    $t1, 0($t0)
    lw    $t2, 4($t0)
    add   $t3, $t1, $t2
    la    $t0, z
    sw    $t3, 0($t0)

    li    $v0, 1        # Print z
    lw    $a0, 0($t0)
    syscall
    li    $v0, 4
    la    $a0, nl
    syscall

    la    $t0, x
    lw    $t1, 0($t0)
    lw    $t2, 4($t0)
    sub   $t3, $t1, $t2
    sw    $t3, 8($t0)
```

```

li    $v0, 1
lw    $a0, 8($t0)
syscall
li    $v0, 4
la    $a0, nl
syscall

```

```

li    $v0, 10          # Exit
syscall

```

### In the data section

1.  $x = 0$
2.  $y = 0$
3.  $z = 0$
4.  $nl = "\n"$  (newline character)

### Instructions

1. Read  $x$  from input ( $\$v0 = 5$ )
2. Make the system call to read from input ( $\$v0 =$  input value of  $x$ )
3.  $\$t0$  now points to the memory address of  $x$
4.  $\$t0 = \$v0$  ( $0(\$t0)$  contains input value of  $x$ )
5. Read  $y$  from input ( $\$v0 = 5$ )
6. Make the system call to read from input ( $\$v0 =$  input value of  $y$ )
7.  $\$t0$  points to the memory address of  $y$
8.  $\$t0 = \$v0$  ( $\$v0$  contains input value of  $y$ )
9.  $\$t0$  points to the address of  $x$
10.  $\$t1 = \$t0$  (Read 1st value stored in  $\$t0$ )
11.  $\$t2 = \$t0 + 4$  bytes (Get  $x$  and load into  $\$t0$ )
12.  $\$t3 = \$t1 + \$t2$  ( $z = x + y$ )
13.  $\$t0$  now points to the memory address of  $z$
14.  $\$t0 = \$t3$  ( $0\$t0$  contains  $z$ )
15. Print integer to console ( $\$v0 = 1$ )
16. Load word from location pointed by  $\$t0$  ( $z$ ) into  $\$a0$
17. Make system call to print  $z$  to console
18. Print string to console ( $\$v0 = 4$ )
19. Load newline into  $\$a0$

20. Make system call to print newline to console

21. Load value of x into \$t0

22. Load memory address of x into \$t1

23. Load memory address of y into \$t2

24.  $\$t3 = \$t1 - \$t2$  ( $z = x - y$ )

25.  $\$t3 \rightarrow \$t0 + 8$  bytes (Save value of \$t3 (z) into the 3<sup>rd</sup> offset of \$t0)

26. Print integer to console (\$v0 = 1)

27.  $\$a0 = \$t0 + 8$  bytes (Get z and load into \$t0)

28. Make system call to print the value of z to console

29. Print string to console (\$v0 = 4)

30. Load newline into \$a0

31. Make system call to print newline to console

32. Prepare call to exit (\$v0 = 10)

33. Exit the program

## Program 2: countdown.asm

```
.data

cstart:
    .word 10
nl:
    .ascii "\n"

.text
main:
    la    $t0, cstart          # step 1: Load counter
    lw    $s0, 0($t0)
loop:
    li    $v0, 1                # step 2: Print counter
    or    $a0, $s0, $zero
    syscall
    li    $v0, 4                # Print newline
    la    $a0, nl
    syscall

    bne   $s0, $zero, continue  # If counter != 0, go to continue
    li    $v0, 10               # exit
    syscall

continue:
    addi   $s0, $s0, -1         # step 4: decrement counter
    b      loop                 # step 5: go to 2
```

### In the data section

1. cstart is a looping variable initialized with value of 10 (cstart=10)
2. nl = "\n" (newline character)

### Instructions

1. \$t0 = cstart (Load cstart into register \$t0)
2. Make the system call to read from input (\$v0 = input value of x)
3. \$s0 = 10 (load word from 0\$t0 into \$s0)

### The loop:

# 1<sup>st</sup> iteration:

1. Print integer to console (\$v0 = 1)
2. Copy word from \$s0 into \$a0 (\$a0 = 10) and make the syscall to print 10 to console
3. Print string to console (\$v0 = 4)
4. Load address to \$a0 (\$a0 = "\n") and make the syscall to print newline to console
5. Check if \$s0 (the counter) is not equal to 0 and if true decrement the counter by 1 (addi \$s0, \$s0, -1) and continue the loop

# 2<sup>nd</sup> iteration:

6. Print integer to console (\$v0 = 1)
7. Copy word from \$s0 into \$a0 (\$a0 = 9) and make the syscall to print 9 to console
8. Print string to console (\$v0 = 4)
9. Load address to \$a0 (\$a0 = "\n") and make the syscall to print newline to console
10. Check if \$s0 (the counter) is not equal to 0 and if true decrement the counter by 1 (addi \$s0, \$s0, -1) and continue the loop

...

# Last iteration:

11. Print integer to console (\$v0 = 1)
12. Copy word from \$s0 into \$a0 (\$a0 = 0) and make the syscall to print 0 to console
13. Print string to console (\$v0 = 4)
14. Load address to \$a0 (\$a0 = "\n") and make the syscall to print newline to console
15. Check if \$s0 (the counter) is not equal to 0. This is now false.

**Finally**

16. Send code 10 to register \$v0 (exit the program)
17. Make the syscall to exit