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Học phần: Thực hành kiến trúc máy tính

Mã lớp: 122032

Báo cáo Lab 05

1. Assignment 1

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	l l e H	o W o	\0 d l r	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010020	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010040	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010060	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010080	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100100a0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100100c0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100100e0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010100	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010120	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010140	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010160	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010180	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100101a0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0

Xâu "Hello World" có địa chỉ 0x10010000

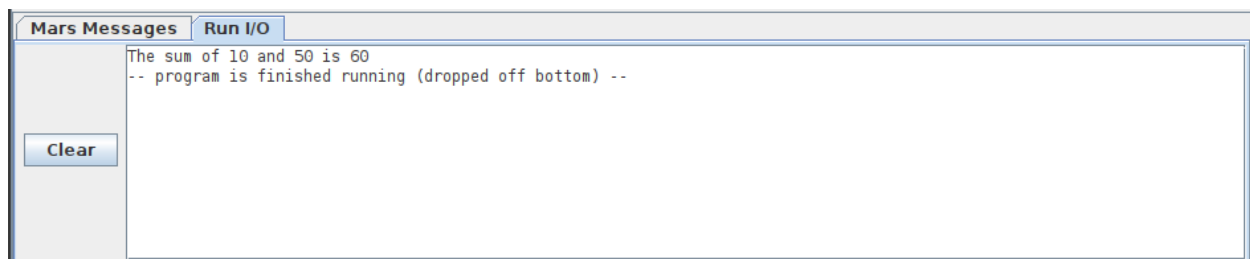
Result:

Mars Messages	Run I/O
Reset: reset completed.	
Hello World	
-- program is finished running (dropped off bottom) --	
Clear	

2. Assignment 2

```
#"The sum of (s0) and (s1) is (result)".  
.data  
message1: .asciiz "The sum of "  
message2: .asciiz " and "  
message3: .asciiz " is "  
  
.text  
    li $s0,10  
    li $s1,50  
  
#print message1:  
    li $v0,4  
    la $a0,message1  
    syscall  
  
#print s0:  
    li $v0,1  
    add $a0,$zero,$s0  
    syscall  
  
#print mess2:  
    li $v0,4  
    la $a0,message2  
    syscall  
  
#print s1:  
    li $v0,1  
    add $a0,$zero,$s1  
    syscall  
  
#print mess3:  
    li $v0,4  
    la $a0,message3  
    syscall  
  
#print result:  
    li $v0,1  
    add $a0,$s0,$s1  
    syscall
```

Result:



3. Assignment 3

```

1  #Laboratory Exercise 5, Sample Code 2
2  .data
3  x: .space 1000          # destination string x, empty
4  y: .ascii "Bui Van Anh" # source string y
5  .text
6
7  strcpy:
8      la $a0,x
9      la $a1,y
10     add $s0,$zero,$zero #s0 = i=0
11 L1:
12     add $t1,$s0,$a1 #t1 = s0 + a1 = i + y[0]
13                     # = address of y[i]
14     lb $t2,0($t1)   #t2 = value at t1 = y[i]
15     add $t3,$s0,$a0 #t3 = s0 + a0 = i + x[0]
16                     # = address of x[i]
17     sb $t2,0($t3)   #x[i]= t2 = y[i]
18     beq $t2,$zero,end_of_strcpy #if y[i]==0, exit
19     nop
20     addi $s0,$s0,1 #s0=s0 + 1 <-> i=i+1
21     j L1 #next character
22     nop
23 end_of_strcpy:

```

Result:

Data Segment								
Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	i u B	n a v	\0 h n A	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010020	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010040	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010060	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010080	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100100a0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100100c0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100100e0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010100	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010120	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010140	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010160	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x10010180	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0
0x100101a0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0	\0 \0 \0 \0

◀ ▶ 0x10010000 (.data) Hexadecimal Addresses Hexadecimal Values ASCII

4. Assignment 4

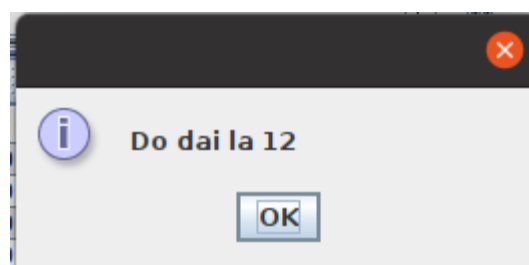
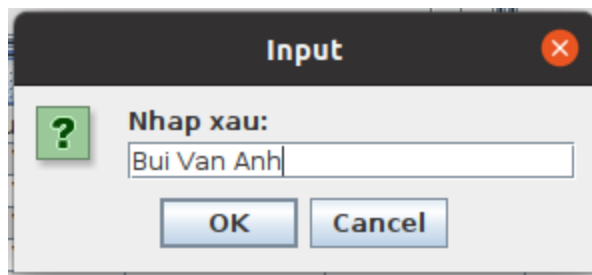
```

.data
string: .space 50
Message1: .asciiz "Nhap xau:"
Message2: .asciiz "Do dai la "
.text
main:
get_string: #TODO
            li $v0, 54
            la $a0, Message1
            la $a1, string
            la $a2, 100
            syscall

get_length: la $a0, string          # a0 = Address(string[0])
            #xor $v0, $zero, $zero # v0 = length = 0
            xor $t0, $zero, $zero # t0 = i = 0
check_char: add $t1, $a0, $t0      # t1 = a0 + t0
            # = Address(string[0]+i)
            lb $t2, 0($t1)         # t2 = string[i]
            beq $t2, $zero, end_of_str # Is null char?
            #addi $v0, $v0, 1 # v0=v0+1->length=length+1
            addi $t0, $t0, 1       # t0=t0+1->i = i + 1
            j check_char
end_of_str:
end_of_get_length:
print_length: #TODO
            li $v0, 56
            la $a0, Message2
            add $a1, $zero, $t0
            syscall

```

Result:



5. Assignment 5

```

.data
mes: .asciiz "\noutput: "
string: .space 50
reverse: .space 50
.text
    la    $s0, string
    xor    $s1, $0, $0
read_char:
    li    $v0, 12
    syscall

    add    $s1, $s0, $t0
    addi   $t0, $t0, 1
    beq    $v0, 10, end_read_char
    sb     $v0, 0($s1)
    beq    $t0, 20, end_read_char
    j      read_char
end_read_char:
get_length: la $a0, string      # a0 = Address(string[0])
            #xor $v0, $zero, $zero # v0 = length = 0
            xor $t0, $zero, $zero # t0 = i = 0
check_char: add $t1, $a0, $t0 # t1 = a0 + t0
            # = Address(string[0]+i)
            lb $t2, 0($t1) # t2 = string[i]
            beq $t2, $zero, end_of_str # Is null char?
            #addi $v0, $v0, 1 # v0=v0+1->length=length+1
            addi $t0, $t0, 1 # t0=t0+1->i = i + 1
            j check_char
end_of_str:
end_of_get_length:

print_reverse:
    la $a0, string
    la $a1, reverse
    subi $s1, $t0, 1
    xor $s0, $0, $0
loop:
    add $t1, $s1, $a0
    lb $t2, 0($t1)
    add $t3, $s0, $a1
    sb $t2, 0($t3)
    beq $s1, $0, exit
    addi $s0, $s0, 1
    subi $s1, $s1, 1

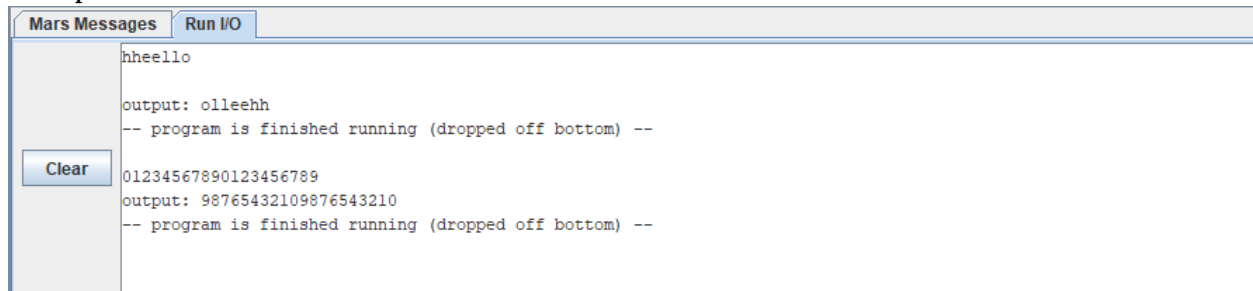
```

```

        j loop
exit:
li $v0,4
la $a0,mes
syscall
li $v0,4
la $a0,reverse
syscall

```

Kết quả:



6. Assignment 6

“The multiplication of X base 10 (or X’ base 16) and Y base 10 (or Y’ base 16) is Z base 10 (or Z’ base 16).”

.data

```

mes1: .ascii "The multiplication of "
mes2: .ascii " base 10 (or "
mes3: .ascii " base 16) and "
mes4: .ascii " base 16) is "
mes5: .ascii " base 16)."

```

.text

```

li $s0,0x7fffffff #X=?
li $s1,0x7fffffff #Y=?
mul $t0,$s0,$s1

```

```

li $v0,4
la $a0,mes1
syscall

```

#print X

```

li $v0,1
add $a0, $zero, $s0
syscall

```

```

li $v0,4
la $a0,mes2
syscall

```

```
#print X'
li $v0,34
add $a0,$zero,$s0
syscall
```

```
li $v0,4
la $a0,mes3
syscall
```

```
#print Y
li $v0,1
add $a0, $zero, $s1
syscall
```

```
li $v0,4
la $a0,mes2
syscall
```

```
#print Y'
li $v0,34
add $a0,$zero,$s1
syscall
```

```
li $v0,4
la $a0,mes4
syscall
```

```
#print Z
li $v0,1
add $a0, $zero, $t0
syscall
```

```
li $v0,4
la $a0,mes2
syscall
```

```
#print Z'
li $v0,34
add $a0,$zero,$t0
syscall
```

```
li $v0,4
la $a0,mes5
syscall
```

Kết quả:

Mars Messages	Run I/O
	<pre>The multiplication of 2147483647 base 10 (or 0x7fffffff base 16) and 2147483647 base 10 (or 0x7fffffff base 16) is 1 base 10 (or 0x00000001 base 16). -- program is finished running (dropped off bottom) --</pre>
<input type="button" value="Clear"/>	