## Anthony Bisgood

## **ASM1** Report

- 1. Median address: 0x00400190
- 2. lui \$1,0x00001001
- 2. ori \$16,\$1,0x00000008
- 3. 0x3c011001
- 3.0x34300008

## **Part 2.1**

- 1. "sum: "
- 2. 73 75 6d 3a
- 3. 0x100100a0
- 4. 0x73006576 0x203a6d75

Something new I learned was that when strings are stored in memory, they are actually stored backwards, and can be in the same word as other words in memory. This could be useful in the future to help identify where the strings are stored if I need to load it from memory. One question I had was why the strings were stored backwards. To find the info for this exercise, I had to use MARs breakpoint function and line numbers to accurately determine what a variables address was in memory. Looking at the instructions, constants are stored in the register, because ORI stores the result of a register and an immediate value there.

0x004001d8	0x3c011001	lui	\$1,0x00001001	71:	la	\$a0,	two
0x004001dc	0x34240018	ori .	\$4,\$1,0x00000018				
			x73006576			203a	

	Address	Code Basic		
	0x004001bc	0x3c011001 lui \$1,0x00001001	64:	la \$a0, one
	0x004001c0	0x34240014 ori \$4,\$1,0x00000014		
	0x004001c4	0x8c840000 lw \$4,0x000000000(\$4)	65:	lw \$a0, 0(\$a0)
	0x004001c8	0x0000000c syscall	66:	syscall
	0x004001cc	0x081000b4 j 0x004002d0	67:	j MEDIAN_END
	0x004001d0	0x16530006 bne \$18,\$19,0x0000000	6 69:	bne \$s2, \$s3, JUMP_2 # else if (two == thre
	0x004001d4	0x20020001 addi \$2,\$0,0x00000001	70:	addi \$v0, \$zero, l
	0x004001d8	0x3c011001 lui \$1,0x00001001	71:	la \$a0, two
	0x004001dc	0x34240018 ori \$4,\$1,0x00000018		
	0x004001e0	0x8c840000 lw \$4,0x000000000(\$4)	72:	lw \$a0, 0(\$a0)
	0x004001e4	0x0000000c syscall	73:	syscall
	0x004001e8	0x081000b4 j 0x004002d0	74:	j MEDIAN_END
	0x004001ec	0x0232482a slt \$9,\$17,\$18	76:	slt \$t1,\$s1,\$s2  #t1 = s1 <s2< td=""></s2<>
	0x004001f0	0x0233502a slt \$10,\$17,\$19	77:	slt \$t2,\$s1,\$s3  #t2 = s1 <s3< td=""></s3<>
	0x004001f4	0x0253582a slt \$11,\$18,\$19	78:	slt \$t3,\$s2,\$s3  #t3 = s2 <s3< td=""></s3<>
	0x004001f8	0x20020004 addi \$2,\$0,0x00000004	79:	addi \$v0, \$zero, 4
	0x004001fc	0x3c011001 lui \$1,0x00001001	80:	la \$a0, COMPARISONS STR
	0x00400200	0x34240068 ori \$4,\$1,0x00000068		
	0x00400204	0x0000000c syscall	81:	syscall
	0x00400208	0x20020001 addi \$2,\$0,0x00000001	82:	addi \$v0, \$zero, 1
	0x0040020c	0x01202020 add \$4,\$9,\$0	83:	add \$a0, \$t1, \$zero
	0x00400210	0x0000000c syscall	84:	syscall
	0x00400214	0x20020004 addi \$2,\$0,0x00000004	85:	addi \$v0, \$zero, 4
	0x00400218	0x3c011001 lui \$1,0x00001001	86:	la \$a0, SPACE STR
	0x0040021c	0x34240076 ori \$4,\$1,0x00000076		
	0x00400220	0x0000000c syscall	87:	syscall
	0x00400224	0x20020001 addi \$2,\$0,0x00000001	88:	addi \$v0, \$zero, 1
	0x00400228	0x01402020 add \$4,\$10,\$0	89:	add \$a0, \$t2, \$zero
	0x0040022c	0x0000000c syscall	90:	syscall
	0x00400230	0x20020004 addi \$2,\$0,0x00000004	91:	addi \$v0, \$zero, 4
V	0x00400234	0x3c011001 lui \$1,0x00001001	92:	la \$a0, SPACE STR
	0x00400238	0x34240076 ori \$4,\$1,0x00000076		
	0x0040023c	0x0000000c syscall	93:	syscall
	0x00400240	0x20020001 addi \$2,\$0,0x00000001	94:	addi \$v0, \$zero, 1
		0x01602020 add \$4,\$11,\$0	95:	add \$a0, \$t3, \$zero
	0x00400248	0x0000000c syscall	96:	syscall
		0x2002000b addi \$2,\$0,0x0000000b		addi \$v0, \$zero,11
	0x00400250	0x2004000a addi \$4,\$0,0x0000000a	99:	addi \$a0, \$zero,0xa