R0 = 0

Assembly Code:

LW R1, R0, (100) -> array size = 10 LW R2, R0, (104) -> max = -infLW R3, R0, (108) -> min = +infORI R4, R0, 0 -> i = 0

LW R5, R0, (112) -> array first element

LOOP: BEQ R4, R1, DONE = (11) -> if (i == size)

LW R6, R5, (0) -> R6 = arr[i] SLT R7, R2, R6 -> R7 = R2 < R6 BEQ R0, R7, COND2 = (1) -> if (array[i] > max) ADD R2, R6, R0 -> max = array[i]

COND2: SLT R7, R6, R3 -> R7 = R6 < R3

BEQ R7, R0, UPDATE = (1) -> if (array[i] < min)
ADD R3, R6, R0 -> min = array[i]

UPDATE: ADDI R4, R4, 1 -> i++

ADDI R5, R5, 4 -> next array element location += 4

J LOOP= (5) -> goto LOOP

DONE

{ empty space}

SW R2, R0, (156) -> Mem[156] = max SW R3, R0, (160) -> Mem[160] = min

```
1000110000000010000000001100100
  1000110000000100000000001101000
  10001100000000110000000001101100
  10001100000001010000000001110000
  00010000100000010000000000001011
  0000000010001100011100000101010
  0001000000001110000000000000001
  0000000000001100001000000100000
11.
  0000000110000110011100000101010
12. 00010000000001110000000000000001
13. 0000000000001100001100000100000
14. 00100000100001000000000000000001
15. 00100000101001010000000000000100
16. 00001000000000000000000000000101
17.
18. 10101100000000100000000010011100
19. 10101100000000110000000010100000
20.
21.
22.
23.
24.
25.
26. 00000000000000000000000000001010
28. 0111111111111111111111111111111111
29. 000000000000000000000001110100
30. 000000000000000000000101000001
31. 11111111111111111111111111111110100
32. 000000000000000000000010000110
34. 11111111111010111111110000011110011
35. 000000000001001100101101010101
36. 00000000000000000000000000011
38. 00000000000000000000000000000001001
39. 1111111111111111111111111111111101001
```