

```
main:
li x25, -520 # input is being stored into x25
blt x25, x0, negative #check if negative then go into negative label
bgt x25, x0, positive #check if positive then go into positive label
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negative: #negative label if input is negative
neg x26, x25 # makes input positive from negative
j finallabel # jumps to finallabel label
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```
positive: #positive label if input if positive
#10 add lines for 10*input
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
add x26, x26, x25 # x26 = x26 + x25
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finallabel:
addi a0, x0, 1 # a0 = 0 + 1
add a1, x0, x26 # a1 = 0 + x26
ecall # print to console
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