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Diaz – Spring 2018

CS 264-01

Section 1.

Write an assembly program that prints out "Hello world", your name, the name of your favorite video game, the name of your favorite film, and the name of your favorite song and the artist(s) who play it.

Section 2.

When run, the program simply prints out five different strings on new lines. The Strings are, “Hello World”, “Benjamin Haussmann”, “Rocket League”, “iRobot”, and “Take Care – Drake”.

Section 3.

Testing consisted, of writing the assembly code and then running it. If it did not perform correctly, then I would edit the code to adjust. Since it was such a short program, line by line execution was not necessary.

Section 4.

Biggest lesson learned in this program was how to use QtSpim. I got familiar with the program, how to write code, and how to run it. I also learned how to format the assembly code and what each call/instruction did. It is going to take some getting used to having such granular control over the registers and data. It is a very precise, but long-winded language.