

Course: ENCM 369

Lab Section: B03

Lab 4

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Exercise C

toLower.asm

```
# tolower.asm
# ENCM 369 Winter 2016 Lab 4 Exercise C

# BEGINNING of start-up & clean-up code. Do NOT edit this code.
    .data
exit_msg_1:
    .asciiz "***About to exit. main returned "
exit_msg_2:
    .asciiz ".***\n"
main_rv:
    .word    0

    .text
# adjust $sp, then call main
addi    $t0, $zero, -32        # $t0 = 0xffffffff
and      $sp, $sp, $t0        # round $sp down to multiple of 32
jal      main
nop

# when main is done, print its return value, then halt the program
sw      $v0, main_rv
la      $a0, exit_msg_1
addi    $v0, $zero, 4
syscall
nop
lw      $a0, main_rv
addi    $v0, $zero, 1
syscall
nop
la      $a0, exit_msg_2
addi    $v0, $zero, 4
syscall
nop
addi    $v0, $zero, 10
syscall
nop

# END of start-up & clean-up code.

# int lower_char(int c)
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# (Code for this procedure is complete and correct.)

        .text
        .globl lower_char
lower_char:
        add     $v0, $a0, $zero           # result = c
        slti    $t1, $v0, 65              # $t1 = result < 65
        bne     $t1, $zero, L1            # if ( $t1 ) goto L1
        slti    $t2, $v0, 91              # $t2 = result <= 90
        beq     $t2, $zero, L1            # if ( !$t2 ) goto L1
        addi    $v0, $v0, 32              # result += 32
L1:

        # The remaining code does not help in the translation of lower_char.
        # It is here to make sure you are very careful with
        # use of a-registers and t-registers when translating lower_string.
        # Do not modify any of the code up to and including
        # the jr instruction. (When coding a nonleaf procedure,
        # it is useful to remember that any jal to a callee might
        # result in destruction of data in all of the a-registers and
        # t-registers!)
        li      $t0, 0x0bad0008
        addi    $t1, $t0, 1
        addi    $t2, $t0, 2
        addi    $t3, $t0, 3
        addi    $t4, $t0, 4
        addi    $t5, $t0, 5
        addi    $t6, $t0, 6
        addi    $t7, $t0, 7
        addi    $t8, $t0, 16
        addi    $t9, $t0, 17
        addi    $a0, $t0, -4
        addi    $a1, $t0, -3
        addi    $a2, $t0, -2
        addi    $a3, $t0, -1
        jr      $ra

# void lower_string(char *to, const char *from)
#

        .text
        .globl lower_string
lower_string:

```

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        addi    $sp, $sp, -16
        sw      $ra, 12($sp)
        sw      $s0, 8($sp)
        sw      $a0, 4($sp)
        sw      $a1, 0($sp)

L2:     lw      $t0, 0($sp)
        lb      $a0, ($t0)
        jal     lower_char
        add     $s0, $v0, $zero
        lw      $t0, 4($sp)
        sb      $s0, ($t0)
        beq     $s0, $zero, L3
        lw      $t0, 0($sp)
        addi    $t0, $t0, 1
        sw      $t0, 0($sp)
        lw      $t0, 4($sp)
        addi    $t0, $t0, 1
        sw      $t0, 4($sp)
        j       L2

L3:     lw      $s0, 8($sp)
        lw      $ra, 12($sp)
        addi    $sp, $sp, 16
        jr      $ra

.data
.globl result
result: .space 40          # char result[40]

NEWLINE:.asciiz "\n"
S1:     .asciiz "Exercise 4C result is ..."
S2:     .asciiz "ENCM 369 Winter 2015 AZ az [ ] @ !!!"

.text
main:

        addi    $sp, $sp, -4
        sw      $ra, 0($sp)

        la      $a0, S1
        li      $v0, 4
        syscall          # puts("Exercise4C result is...")

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la    $a0, NEWLINE
li    $v0, 4
syscall                # puts("\n")

la    $a0, result      # $a0 = result
la    $a1, S2           # $a1 = "ENCM 369 Winter 2015 AZ az [ ] @ !!!"
jal   lower_string      # lower_string()

la    $a0, result
li    $v0, 4
syscall                # puts(result)
la    $a0, NEWLINE
li    $v0, 4
syscall                # puts("\n")

add    $v0, $zero, $zero

lw     $ra, 0($sp)
addi   $sp, $sp, 4
jr     $ra

```

Exercise D

append.asm

```

# ENCM 369 Winter 2016 Lab 4 Exercise D
#
# Simple example of allocation and use of an array of chars within the stack
# frame of a procedure.

# BEGINNING of start-up & clean-up code. Do NOT edit this code.

.data
exit_msg_1:
    .asciiz "***About to exit. main returned "
exit_msg_2:
    .asciiz ".***\n"
main_rv:
    .word   0

.text
# adjust $sp, then call main
addi    $t0, $zero, -32      # $t0 = 0xffffffe0
and     $sp, $sp, $t0        # round $sp down to multiple of 32

```

```

        jal    main
        nop

        # when main is done, print its return value, then halt the program
        sw     $v0, main_rv
        la     $a0, exit_msg_1
        addi   $v0, $zero, 4
        syscall
        nop
        lw     $a0, main_rv
        addi   $v0, $zero, 1
        syscall
        nop
        la     $a0, exit_msg_2
        addi   $v0, $zero, 4
        syscall
        nop
        addi   $v0, $zero, 10
        syscall
        nop
# END of start-up & clean-up code.

```

```

        .data
S1:     .ascii ""
S2:     .ascii "W"
S3:     .ascii "inter "
S4:     .ascii "2"
S5:     .ascii "016"
S6:     .ascii " ENCM 369"
NEWLINE:.ascii "\n"
        .text

```

```

# int main(void)
main:
        addi   $sp, $sp, -32
        sw     $ra, 28($sp)
        sw     $s0, 24($sp)

        add    $s0, $sp, $zero
        sb     $zero, ($s0)    # str[0] = '\0'

```

```
add    $a0, $s0, $zero
la      $a1, S1
jal     append
```

```
add    $a0, $s0, $zero
la      $a1, S2
jal     append
```

```
add    $a0, $s0, $zero
la      $a1, S3
jal     append
```

```
add    $a0, $s0, $zero
la      $a1, S4
jal     append
```

```
add    $a0, $s0, $zero
la      $a1, S5
jal     append
```

```
add    $a0, $s0, $zero
la      $a1, S1
jal     append
```

```
add    $a0, $s0, $zero
la      $a1, S6
jal     append
```

```
add    $a0, $sp, $zero
li      $v0, 4
syscall
la      $a0, NEWLINE
li      $v0, 4
syscall
```

```
add    $v0, $zero, $zero
```

```
lw      $s0, 24($sp)
lw      $ra, 28($sp)
add     $sp, $sp, 32
jr      $ra
```

```

# void append(char *dest, const char *src)
append:
    add    $t0, $zero, $zero    # i = 0
L1:    add    $t3, $a0, $t0      # $t3 = dest + i
        lb     $t3, ($t3)        # $t3 = dest[i]
        beq    $t3, $zero, L2    # if ($t3 == 0) goto L2
        addi   $t0, $t0, 1        # i++
        j      L1
L2:    add    $t1, $zero, $zero    # j = 0
L3:    add    $t3, $a1, $t1      # $t3 = src + j
        lb     $t2, ($t3)        # c = src[j]
        add    $t3, $a0, $t0      # $t3 = dest + i
        sb     $t2, ($t3)        # dest[i] = c
        addi   $t0, $t0, 1        # i++
        addi   $t1, $t1, 1        # j++
        beq    $t2, $zero, L4    # if (c == 0) goto L4
        j      L3
L4:    jr     $ra

```