Programas MIPS
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1.Contador Crescente (0 a 10)
Addi $0, $1, 10 - 820a(hex)
Addi $1, $1,1 - 8241(hex)
Sw $1, 0($2) - c440(hex)
Beq $0,$1,1 - d041(hex)
Jump 1 - 7001(hex)

2.Contador Decrescente (10 a 0)
Addi $0, $1, 10 - 820a(hex)
Addi $1,$2,1 - 8441(hex)
Sw $0,0($2) - c400(hex)
Beq $0, $7, 2 - d1c2(hex)
Sub $0, $0, $1 - f041(hex)
Jump 2 - 7002(hex)

3.Contador Crescente/Decrescente (0 a 10 e 10 a 0)
Addi $0, $1, 10 - 820a(hex)
Addi $1, $1, 1 - 8241(hex)
Sw $1, 0($2) - c440(hex)
Beq $0, $1, 1 - d041(hex)
Jump 1 - 7001(hex)
Addi $1,$7,1 - 8e41(hex)
Sw $0, 0($2) - c400(hex)
Beq $0,$7,2 - d1c2(hex)
Sub $0, $0, $1 - f041(hex)
Jump 6 - 7006(hex)

4.Preenchedor de memória (preenche as 15 primeiras posições com o valor 5)
Addi $0, $1, 5 - 8205(hex)
Addi $7, $1, 15 - 83cf(hex)
Sw $0, 0($1) - c200(hex)
Addi $1, $1, 1 - 8241(hex)
Beq $1,$7,2 - d3c2(hex)
Jump 2 - 7002(hex)

5.Preenchedor de cada metade da memória com um valor (Preenche as 15 primeiras com valor 5, as outras 15 com o valor 9)
Addi $0, $1, 5 - 8205(hex)
Addi $7, $1, 15 - 83cf(hex)
Sw $0, 0($1) - c200(hex)
Addi $1, $1, 1 - 8241(hex)
Beq $1,$7,1 - d3c1(hex)
Jump 2 - 7002(hex)
Addi $0, $6, 9 - 8c09(hex)

Addi $7, $6,30 - 8dde(hex)
Sw $0, 0($1) - c200(hex)
Addi $1, $1, 1 - 8241(hex)
Beq $1,$7,1 - d3c1(hex)
Jump 8 - 7008(hex)

6.Avaliador/Contador
Addi $0,$7,5 - 8e05(hex)
Sw $0,0($6) - cc00(hex)
Addi $6,$6,1 - 8d81(hex)
Beq $5,$1,1 - da41(hex)
J1 - 7001(hex)
Lw $2,0($4) - b880(hex)
Lw $6,0($4) - b980(hex)
Sw $7,0($4) - c9c0(hex)
Addi $4,$4,1 - 8901(hex)
Beq $5,$2,1 - da81(hex)
Halt - 1000(hex)
Addi $3,$3,1 - 86c1(hex)
J 6 - 7006(hex)

7.Soma 2 valores e armazena na memória
Addi $0,$1,9 - 8209(hex)
Addi $1, $2, 1 - 8441(hex)
Add $2, $0, $1 - f050(hex)
Sw $2, 0($1) - c280(hex)

9.Carrega 2 valores, compara e salva na memória
Addi $0,$1,10 - 820a(hex)
Addi $1, $2, 20 - 8454(hex)
Slt $2, $0,$1 - f057(hex)
Sw $2, 0($7) - ce80(hex)

10.Verifica se é par ou ímpar
Addi $1,$1,10 - 824a(hex)
Andi $2, $1, 1 - 6281(hex)
beq $2, $0, 5 - c405(hex)
sw $0, 1($0) - c001(hex)
j 7 - 7007(hex)
addi $3, $0, 1 - 80c1(hex)
sw $3, 1($0) - c0c1(hex)