

Time to Practice Some MIPS

```
# Welcome to Practice! Write some code!!
.globl main
.globl init_values
.globl end_program
.globl print_value
```

```
# $t0 = $s5
# $s5 += $t0
# $s5 += $t0
# $s5 += $t0
# $s5 += $t0
# $s5 += $t0
#
# $s4 = $s5 + $s3
# $s4 -= $s2
```

```
.text
init_values:
    addi $s4, $0, 4
    addi $s5, $0, 4
    addi $s3, $0, 4
    addi $s2, $0, 4
    jr $ra
    add $0, $0, $0
```

```
main:
    jal init_values
    add $0, $0, $0

    add $t0, $s5, $0
```

<— Code Text

Registers—>

NAME	NUM	VALUE
\$zero	0	undef
\$at	1	undef
\$v0	2	undef
\$v1	3	undef
\$a0	4	undef
\$a1	5	undef
\$a2	6	undef
\$a3	7	undef
\$t0	8	undef
\$t1	9	undef
\$t2	10	undef
\$t3	11	undef
\$t4	12	undef
\$t5	13	undef
\$t6	14	undef
\$t7	15	undef
\$s0	16	undef
\$s1	17	undef
\$s2	18	undef
\$s3	19	undef
\$s4	20	undef
\$s5	21	undef
\$s6	22	undef
\$s7	23	undef
\$t8	24	undef
\$t9	25	undef
\$k0	26	undef
\$k1	27	undef
\$gp	28	undef
\$sp	29	undef
\$fp	30	undef
\$ra	31	undef

Main Menu

Run Code

Reference

Help ?

- **Registers:** The values of all of the registers, will be updated on each run of code, initially undefined
- **Code Text:** The text editor for writing and editing the code to be submitted.
- **Main Menu:** Returns to the main menu
- **Run Code:** Sends code to the SPIM emulator for evaluation, registers will update with values based on practice input. will save submissions to *SMIP/lesson_files/Submissions/(Practice).s*
- **Reference:** Opens the MIPS Green Sheet in a local PDF viewer.