

1A

```
Sll $t0, 16($s6), 2    // $t0 = $A[4]*4
Lw $t0, 16($s6)        // $t0 = A[4]
Sll $t1, 8($s6), 2     // $t0 = $A[2]*4
Lw $t1, 8($s6)         // $t1 = A[2]
Add $t0, $t0, $t1      // $t0 = A[4]*4 + A[2]*4
Lw $t1, 12($s6)        // $t1 = A[3]
Sub $t0, $t0, $t1      // $t0 = (A[4]*4 + A[2]*4) - A[3]
Sll $t0, $t0, 2        // $t0 = $t0*4
Add $t0, $t0, $s7      // $t0 = ((A[4]*4 + A[2]*4) - A[3])* 4 + B[0]
Lw $t1, 0($t0)         // $t1 = $t0
Add $s0, $s1, $t1     // $s0 = $s1 + $t1
Final c instruction is
```

$$A = b + (A[4]*4 + A[2]*4 - A[3])*4 + B[0]$$

1B

```
Lw $t0, 16($s6)        // $t0 = A[4]
Lw $t1, 8($s6)         // $t1 = A[2]
Add $t0, $t0, $t1      // $t0 = $t0 + $t1
Sll $t0, $t0, 2        // $t0 = $t0*4 (t0 = (A[4]+A[2])*4)
Lw $t1, 12($s6)        // $t1 = A[3]
Sub $t0, $t0, $t1      // $t0 = (A[4] + A[2])*4 - A[3]
Sll $t0, $t0, 2        // $t0 = $t0*4
Add $t0, $t0, $s7      // $t0 = ((A[4] + A[2])*4 - A[3])* 4 + B[0]
Add $s0, $s1, $t0      // $s0 = $s1 + $t0 = b + ((A[4] + A[2])*4 - A[3])*4 + B[0]
```

1C

```
lw $t0, 4($s6)         // $t0 = A[1]
lw $t1, 8($s6)         // $t1 = A[2]
add $t0, $t0, $t1      // $t0 = A[1] + A[2] = $t0 + $t1
sw $t0, 0($s7)         // $s7 = B[0] = A[1] + A[2]
lw $t1, 0($s7)         // $t1 = B[0] = A[1] + A[2]
add $t1, $t1, $t0      // $t1 = $t1 + $t0 = A[1] + A[2] + A[1] + A[2] = 2A[1] + 2A[2]
sub $s0, $s1, $t1      // $s0 = a = b - 2A[1] - 2A[2]
```

Final c instruction is

$a = b - 2 \cdot (A[1] + A[2])$

1D

B[f]

Sll \$t0, \$s0, 2 // offset f by 4*

Add \$t0, \$t0, \$s7 // creating pointer to B[f]

Lw \$t2, 0(\$t0) // \$t2 = B[f]

B[i-j]

Sub \$t1, \$s3, \$s4 // \$t1 = i-j

Sll \$t1, \$t1, 2 // offset i-j by 4*

Add \$t1, \$t1, \$s7 // creating pointer to B[i-j]

Lw \$t3, 0(\$t1) // \$t3 = B[i-j]

$A[2] = B[i-j] - B[f]$

Sub \$t2, \$t3, \$t2 // \$t2 = B[i-j] - B[f]

Sw \$t2, 8(\$s6) // A[2] = B[i-j] - B[f]

2

toLower:

Lw \$t0, 0(\$a0) // loading the first character into \$t0

Beq \$t0, \$zero, END // if the character equal 00 then jump to end

Addi \$t1, \$zero, 65 // loading with immediate value to check

Bltn \$t0, \$t1, LeaveAlone // if \$t0 is less than 65 skip it

Addi \$t1, \$zero, 90 // loading with immediate value to check

Bgt \$t0, \$t1, LeaveAlone // if \$t0 is greater than 90 leave it alone

Add \$t0, \$t0, 32 // converting the character from uppercase into lowercase

Sw \$t0 , 0(\$a0) // store the new character into the string

LeaveAlone:

Addi \$a0, \$a0, 4 //incrementing array address to next character

J toLower

END:

3

Assuming \$a0 holds address for array

Lw \$t0, \$zero // \$t0 = 0 \$t0 will hold the running sum

Lw \$t1, \$zero // \$t1 = 0 \$t1 is holding the variable 1

Sum:

Bgt \$t1, 9 End // if i value is greater than 9 or equals ten exit the loop

Add \$t0, \$t0, \$a0 //adding the value in a[i] into the sum

Addi \$t1, \$t1, 4 //incrementing the value of i by 1

Add \$a0, \$a0, \$t1 // incrementing the address of the array by 1 to point to next element in array

J Sum

End:

4a

00000010 01010011 10100000 00100001

000000 10010 10011 10100 00000 100001

Op rs rt rd shamt funct

000000 op code means R instruction

Rs Source Register Number is register 18 or \$s2

Rt Source Register 2 number is register 19 or \$s3

Rd Register destination number is register 20 or \$s4

Shamt is the shift amount in this case 0

Funct is the function in this case 100001 is addu

Final instruction is

Addu \$s4, \$s3, \$s2

4B

Or \$t0, \$t1, \$s4

Op 000000

Rs 8 01000

Rt 9 or 01001

Rd 20 or 10100

Shamt 0 or 00000

Funct 100101

Final R instruction

00000001000010011010000000100101

4C

Op = 0 = 000000

Rs = 7 = 00111 = \$a3

Rt = 4 = 00100 = \$a0

Rd = 10 = 01010 = \$t2

Shamt = 0 = 00000

Funct = 36 = 100100 = And

Final MIPS instruction is

And \$t2, \$a0, \$a3

5A

Sll \$t2, \$t0, 6

\$t2 = 0b101010101010101010101010000000

\$t2 = 0xAAAAAA80

And \$t2, \$t2, \$t1

\$t2 = 28220880

\$t2 = 00101000001000100000100010000000

5B

Sll \$t2, \$t0, 4

\$t2 = 0xAAAAAAA0

\$t2 = 0b10101010101010101010101010100000

Andi \$t2, \$t2, 123456

\$t2 = 2863434976

5C

Srl \$t2, \$t0, 3

\$t2 = 0x15555555

\$t2 = 0b00010101010101010101010101010101

Andi \$t2, \$t2, 0xFFEF

\$t2 = 0x5545w