Cooper Harris

CSC 252

Asm1

1. Hex address
   1. 0x10010000
2. Basics
   1. Lui $1, 0x00001001
   2. Ori $11, 0x0000009c
3. Hex encodings
   1. 0x3c011001
   2. 0x342b009c

Strings

1. NOTHING EQUALS
2. 0x4E4F5448
3. 0x10010000
4. 0x48544f4e0x 0x 20474e49 0x41555145 0x000a53c

Something new I learned from this exercise was how to locate the addresses my variables were stored at in mips. I could use this in the future for debugging and checking that everything was stored in the register it is supposed to be, which would be useful when swapping the contents of registers. A question I have is why is the string encoding in memory stored in the reverse order it will be printed to the screen?