MIPS Assembly Assignment

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1 Pseudocode

```
DECLARE count: INTEGER = 0
DECLARE currNum: INTEGER = 0
DECLARE maximum: INTEGER = 0
DECLARE minimum: INTEGER = 999999
DECLARE sum: INTEGER = 0

WHILE count < 9
  INPUT currNum

  IF currNum == -69 THEN
    BREAKWHILE
  ENDIF

  IF currNum < minimum THEN
    minimum = currNum
  ELSE IF currNum > maximum THEN
    maximum = currNum
  ENDIF

  sum += currNum
  count += 1

ENDWHILE

OUTPUT "Maximum:" + maximum + "\n"
OUTPUT "Minimum: " + minimum + "\n"
OUTPUT "Sum: " + sum + "\n"
```

2 The Code

There are 2 main sections of code, the data and text section. The first one is similar to preprocessor defines in C. They can be considered as constants. The text part is where the most of the actual code is.

2.1 Data Section

The following contains all the constants and variables used throughout the program.

```
.data
  prompt: .asciiz "Enter number (-69 to finish): "
  newline: .asciiz "\n"
  maxNumbers: .word 10
  maximum: .word 0
  # Biggest signed 32-bit integer
  minimum: .word 2147483647
  sum: .word 0
  maximumStr: .asciiz "Maximum is: "
  minimumStr: .asciiz "Minimum is: "
  sumStr: .asciiz "Sum is: "
```

3 Text Section

We first initialised the pointer and counter variables:

```
  main:
    # Load address of array into $t0
    la $t0, array
    # Initialise input counter to 0
    li $t1, 0
    lw $t4, maxNumbers
```

Afterwards, the loop label takes over. It starts by prompting an input from the user. After storing user input in $t2, it compares it with a rogue value to see if the user want to stop. If that is not the case, it will branch to the updateMaximum label if the new number is greater than the current maximum. Finally, it will jump to the checkMinimum label.

```
loop:
  # Prompt user
  li $v0, 4
  la $a0, prompt
  syscall

  # Read input from user and move it to $t2
  li $v0, 5
  syscall
  move $t2, $v0

  # Check if user wants to finish
  li $t3, -69
  beq $t2, $t3, exitLoop

  # Update the maximum number
  lw $t5, maximum
  bgt $t2, $t5, updateMaximum
  j checkMinimum
```

The updateMaximum label stores the contents of the $t2 register into maximum and jumps to the checkMinimum label. The later will update the current minimum, if need be, via the updateMinimum label. Otherwise, it will jump to the sumAndLoop label.

```
updateMaximum:
  sw $t2, maximum
  j checkMinimum

checkMinimum:
  lw $t5, minimum
  blt $t2, $t5, updateMinimum
  j sumAndLoop

updateMinimum:
  sw $t2, minimum
```

The sumAndLoop label adds up all the numbers entered by the user, keeps track of the number of inputs and restarts the main loop.

```
sumAndLoop:
  lw $t6, sum
  add $t6, $t6, $t2
  sw $t6, sum

  # Increment input counter
  addi $t1, $t1, 1

  # Check if all 10 numbers have been read
  bge $t1, $t4, exitLoop

  # We go again
  j loop
```

After the loop is done, the exitLoop label will execute. It will output the maximum, minimum and sum of the inputs entered using the smolprintf subprogram before exiting the program.

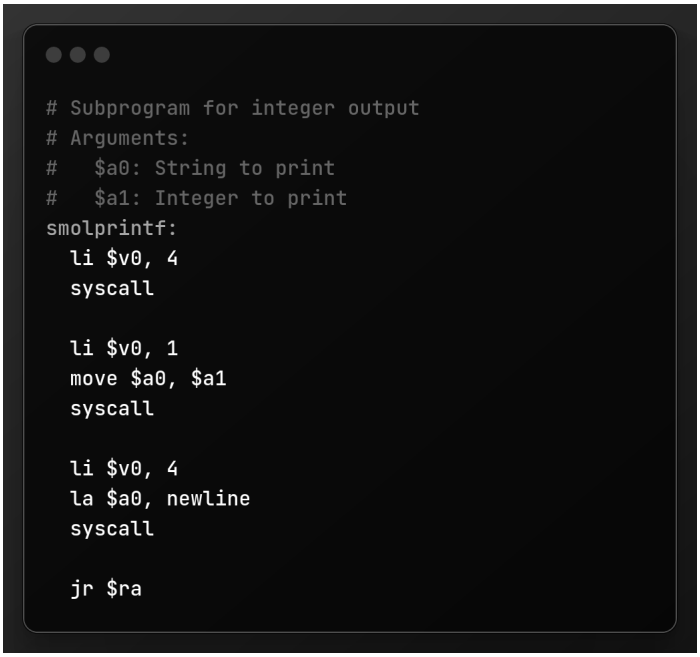
```
exitLoop:
  # Output Maximum
  la $a0, maximumStr
  lw $a1, maximum
  jal smolprintf

  # Output Minimum
  la $a0, minimumStr
  lw $a1, minimum
  jal smolprintf

  # Output Sum
  la $a0, sumStr
  lw $a1, sum
  jal smolprintf

  # Exit program
  li $v0, 10
  syscall
```

Below is the subprogram resposible for printing the aforementioned values. It uses the $a0 and $a1 registers as parameters which store the message and value to output respectively.



```
# Subprogram for integer output
# Arguments:
#   $a0: String to print
#   $a1: Integer to print
smolprintf:
  li $v0, 4
  syscall

  li $v0, 1
  move $a0, $a1
  syscall

  li $v0, 4
  la $a0, newline
  syscall

  jr $ra
```