

Nguyễn Đình Dương – 20225966 – Midterm

A- 6: Input a positive number N from the keyboard, print the representation of N in the binary format.

```
# Program to read a number and print its binary representation
.data
    prompt:    .string "Enter a positive number: "
    error_msg: .string "Please enter a positive number!\n"
    result_msg: .string "Binary representation: "
    newline:   .string "\n"

.text
.globl main

main:
    # Print prompt
    la a0, prompt
    li a7, 4
    ecall

    # Read integer
    li a7, 5
    ecall
    mv s0, a0    # Save input number in s0

    # Check if number is positive
    blez s0, error

    # Print result message
    la a0, result_msg
    li a7, 4
    ecall

    # Initialize registers
    mv t0, s0    # Copy number to t0
    li t1, 32    # Counter for 32 bits
    li t3, 1     # For bit masking
    li t4, 31    # For shifting
    slli t3, t3, 31 # Create mask with leftmost bit set

print_binary:
    # Check if we've printed all bits
```

```

    beqz t1, done

    # Test current bit
    and t2, t0, t3
    beqz t2, print_zero
    li a0, 49    # ASCII '1'
    j do_print
print_zero:
    li a0, 48    # ASCII '0'
do_print:
    li a7, 11
    ecall

    # Shift bit mask right by 1
    srli t3, t3, 1

    # Decrement counter
    addi t1, t1, -1

    j print_binary

error:
    # Print error message
    la a0, error_msg
    li a7, 4
    ecall
    j exit

done:
    # Print newline
    la a0, newline
    li a7, 4
    ecall

exit:
    # Exit program
    li a7, 10
    ecall

```

Detailed Program Flow:

1. Input Phase:

- Program starts by displaying prompt for input
- Uses syscall 4 to print string
- Uses syscall 5 to read integer
- Stores input in register s0

2. Validation Phase:

- Checks if input number (s0) is positive
- Uses blez (branch if less than or equal to zero)
- If not positive, jumps to error handling

3. Initialization Phase:

- Sets up registers:
 - t0: copy of input number
 - t1: bit counter (32)
 - t3: bit mask (starts with leftmost bit)
 - t4: for shift operations

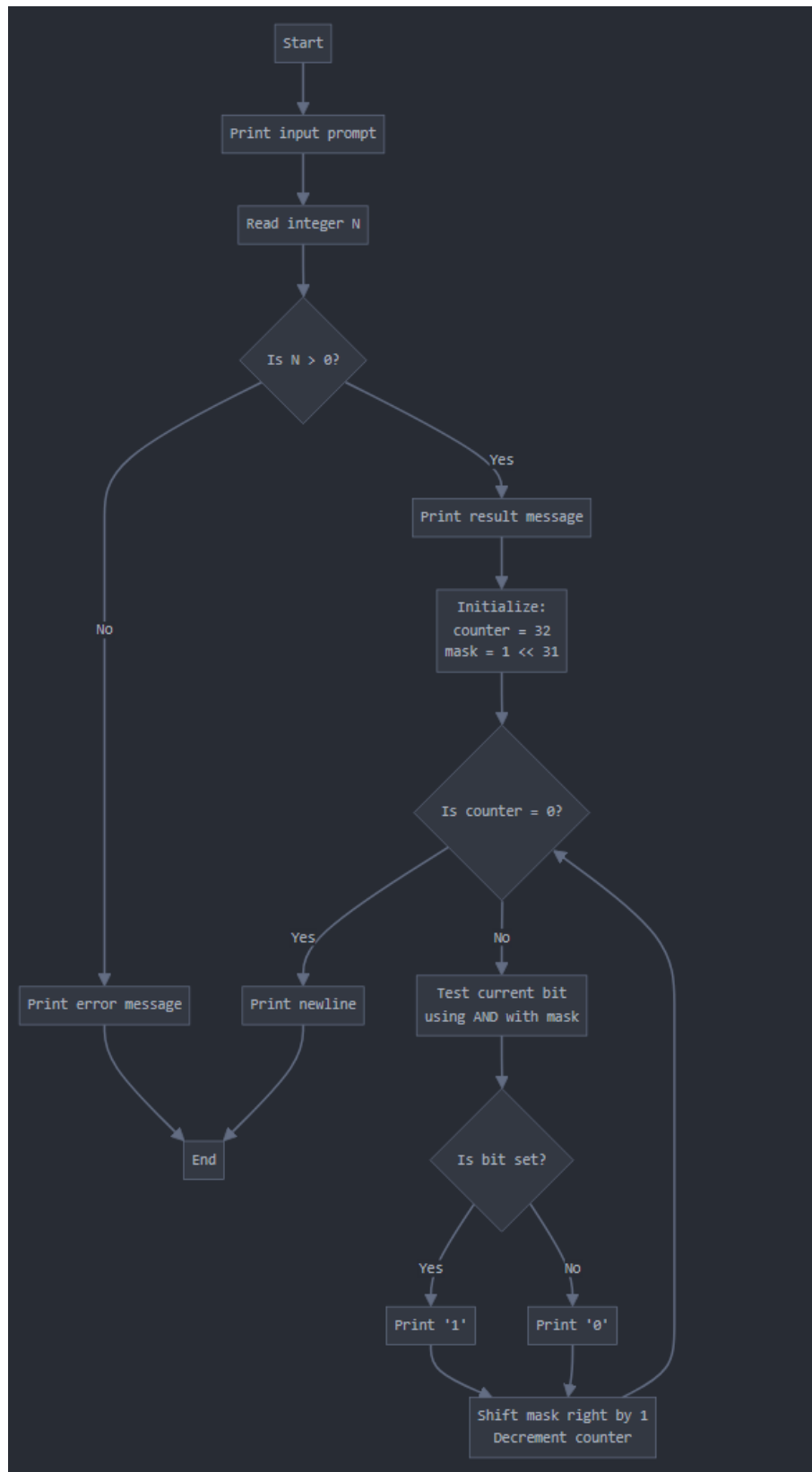
4. Binary Conversion Phase:

- Uses a loop to process all 32 bits
- For each iteration:
 - Tests current bit using AND operation
 - Prints '1' or '0' based on result
 - Shifts mask right by 1
 - Decrements counter

5. Output Phase:

- Uses syscall 11 to print each digit
- Prints newline at end
- Uses syscall 10 to exit program

Flow:



Output:

[illegible]

B-5: Input an integer array from the keyboard, print the sum of positive elements and the sum of negative elements.

```
.data
    prompt_size: .string "Enter the size of array: "
    prompt_elem: .string "Enter element "
    colon:       .string ": "
    pos_msg:     .string "\nSum of positive elements: "
    neg_msg:     .string "\nSum of negative elements: "
    newline:     .string "\n"
    error_msg:   .string "The size of array must be positive"
    array:       .word 100    # Space for up to 100 integers

.text
.globl main

main:
    # Print prompt for array size
    la a0, prompt_size
    li a7, 4
```

```
ecall
```

```
# Read array size
```

```
li a7, 5
```

```
ecall
```

```
ble a0,zero, end
```

```
mv s0, a0      # s0 = array size
```

```
# Initialize array index and address
```

```
la s1, array    # s1 = array base address
```

```
li t0, 0        # t0 = current index
```

```
li s2, 0        # s2 = sum of positive numbers
```

```
li s3, 0        # s3 = sum of negative numbers
```

```
input_loop:
```

```
# Check if we've read all elements
```

```
beq t0, s0, calc_done
```

```
# Print "Enter element i: "
```

```
la a0, prompt_elem
```

```
li a7, 4
```

```
ecall
```

```
mv a0, t0
```

```
li a7, 1
```

```
ecall
```

```
la a0, colon
```

```
li a7, 4
```

```
ecall
```

```
# Read element
```

```
li a7, 5
```

```
ecall
```

```
# Store element in array
```

```
slli t1, t0, 2    # t1 = t0 * 4 (offset)
```

```
add t1, t1, s1     # t1 = base + offset
```

```
sw a0, 0(t1)      # store element
```

```
# Increment index
```

```
addi t0, t0, 1
```

```
j input_loop
```

```

calc_done:
    # Reset index for summing
    li t0, 0      # t0 = current index

sum_loop:
    # Check if we've processed all elements
    beq t0, s0, print_results

    # Load current element
    slli t1, t0, 2    # t1 = t0 * 4
    add t1, t1, s1     # t1 = base + offset
    lw t2, 0(t1)      # t2 = current element

    # Check if positive or negative
    bgez t2, is_positive # if t2 >= 0, branch to is_positive

    # Negative number
    add s3, s3, t2
    j next_elem

is_positive:
    beqz t2, next_elem # if t2 = 0, skip
    add s2, s2, t2

next_elem:
    addi t0, t0, 1
    j sum_loop

print_results:
    # Print sum of positive elements
    la a0, pos_msg
    li a7, 4
    ecall

    mv a0, s2
    li a7, 1
    ecall

    # Print sum of negative elements
    la a0, neg_msg
    li a7, 4
    ecall

```

```

mv a0, s3
li a7, 1
ecall

# Print newline
la a0, newline
li a7, 4
ecall

# Exit program
li a7, 10
ecall
end:
la a0, error_msg
li a7, 4
ecall

```

Algorithm: Sum of Positive and Negative Numbers

1. Start
2. Print prompt for array size
3. Input array size (n)
4. If $n \leq 0$, print error message and end program
5. Initialize:
 - array base address
 - current index = 0
 - positive sum = 0
 - negative sum = 0
6. Input Loop:
 - While current index < n:
 - Print "Enter element [index]: "
 - Input element
 - Store element in array
 - Increment index
7. Reset index to 0

8. Sum Loop:

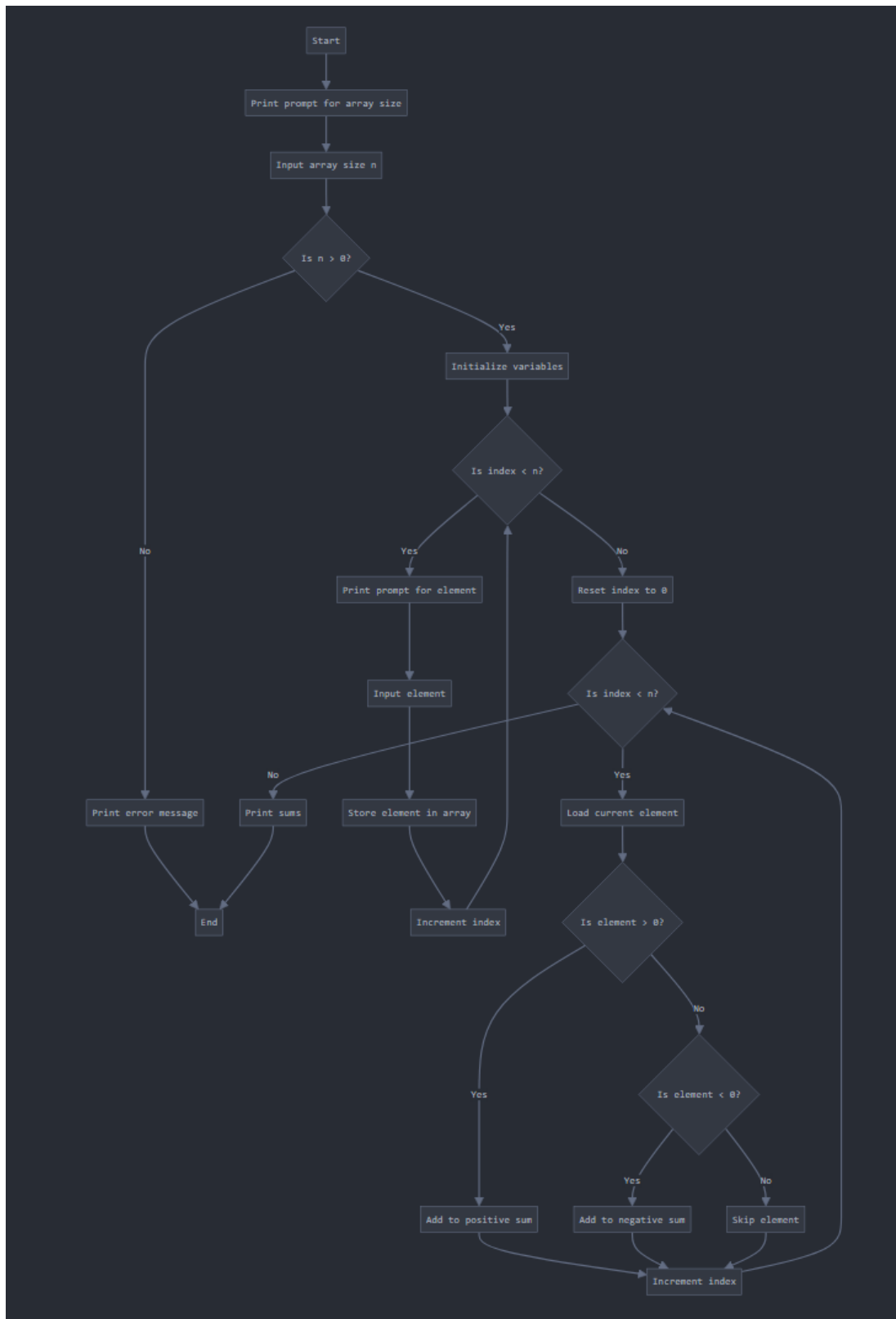
- While current index $< n$:
 - Load current element
 - If element > 0 :
 - Add to positive sum
 - If element < 0 :
 - Add to negative sum
 - Increment index

9. Print "Sum of positive elements: " and positive sum

10. Print "Sum of negative elements: " and negative sum

11. End

Flow chart:



Case	Output
Enter the size of array: 4 Enter element 0: 0 Enter element 1: 0 Enter element 2: 0 Enter element 3: 0	Sum of positive elements: 0 Sum of negative elements: 0
Enter the size of array: -1	The size of array must be positive
Enter the size of array: 0	The size of array must be positive
Enter the size of array: 5 Enter element 0: 1 Enter element 1: 1 Enter element 2: -3 Enter element 3: 4 Enter element 4: 5	Sum of positive elements: 11 Sum of negative elements: -3
Enter the size of array: 3 Enter element 0: -1 Enter element 1: -5 Enter element 2: 8	Sum of positive elements: 8 Sum of negative elements: -6

C-10: Input a string from the keyboard, print the uppercase character that has the largest ASCII code in the string

```
# Program to find the largest uppercase character in a string with exception handling
.data
    buffer: .space 100    # Buffer to store input string
    prompt: .string "Enter a string: "
    result: .string "Largest uppercase character: "
    newline: .string "\n"
    no_upper: .string "Error: No uppercase characters found in the string!\n"
    empty_str: .string "Error: Empty string or whitespace only!\n"
    same_chars: .string "Note: Multiple characters found with ASCII value "
    error_io: .string "Error: Input/Output error occurred!\n"
    count_msg: .string "Number of occurrences: "

# Text Section
.text
.globl main
```

```

main:
    # Print prompt
    li a7, 4
    la a0, prompt
    ecall

    # Read string
    li a7, 8
    la a0, buffer
    li a1, 100
    ecall

    # Check for I/O errors (simplified - checking if first byte is 0)
    lb t0, (a0)
    beqz t0, io_error

    # Initialize variables
    la t0, buffer      # t0 points to current character
    li t1, 0           # t1 holds the largest uppercase char
    li t2, 1           # t2 is whitespace flag (1 = only whitespace seen so far)
    li t3, 0           # t3 counts occurrences of largest char

process_loop:
    lb t4, (t0)        # load current character
    beqz t4, end_loop  # if null terminator, end loop

    # Check if character is not whitespace
    li t5, 32          # Space character
    bne t4, t5, not_whitespace
    j check_next

not_whitespace:
    li t2, 0           # Clear whitespace flag

check_next:
    # Check if character is uppercase (ASCII 65-90)
    li t5, 65          # 'A'
    blt t4, t5, next_char
    li t5, 90          # 'Z'
    bgt t4, t5, next_char

    # Compare with current largest
    blt t4, t1, next_char # if current < largest, skip

```

```
bne t4, t1, update_largest
# If equal, increment counter
addi t3, t3, 1
j next_char
```

```
update_largest:
# If new largest found, reset counter and update
li t3, 1
mv t1, t4
```

```
next_char:
addi t0, t0, 1    # move to next character
j process_loop
```

```
end_loop:
# Check if string was empty or only whitespace
bnez t2, empty_string
```

```
# Check if we found any uppercase characters
beqz t1, no_uppercase
```

```
# Print result message
li a7, 4
la a0, result
ecall
```

```
# Print the character
li a7, 11
mv a0, t1
ecall
```

```
# Print newline
li a7, 4
la a0, newline
ecall
```

```
# If multiple occurrences, print count
li t4, 1
ble t3, t4, exit
```

```
# Print multiple occurrence message
la a0, same_chars
li a7, 4
```

```
ecall
```

```
# Print ASCII value
```

```
mv a0, t1
```

```
li a7, 1
```

```
ecall
```

```
# Print newline
```

```
la a0, newline
```

```
li a7, 4
```

```
ecall
```

```
# Print count message
```

```
la a0, count_msg
```

```
li a7, 4
```

```
ecall
```

```
# Print count
```

```
mv a0, t3
```

```
li a7, 1
```

```
ecall
```

```
# Print newline
```

```
la a0, newline
```

```
li a7, 4
```

```
ecall
```

```
j exit
```

```
no_uppercase:
```

```
# Print no uppercase found message
```

```
li a7, 4
```

```
la a0, no_upper
```

```
ecall
```

```
j exit
```

```
empty_string:
```

```
# Print empty string message
```

```
li a7, 4
```

```
la a0, empty_str
```

```
ecall
```

```
j exit
```

```
io_error:
    # Print I/O error message
    li a7, 4
    la a0, error_io
    ecall
    j exit
```

```
exit:
    # Exit program
    li a7, 10
    ecall
```

Flow chart:



Exception Handling Details

1. Empty String Detection

IF buffer is empty OR contains only whitespace THEN

Handle empty string error

2. I/O Error Handling

IF input operation fails THEN

Display I/O error message

Terminate program

3. No Uppercase Characters

IF no uppercase characters found THEN

Display appropriate message

Terminate program

4. Multiple Occurrences Handling

IF occurrenceCount > 1 THEN

Display count and ASCII value

Complexity Analysis

- Time Complexity: $O(n)$ where n is the length of input string
- Space Complexity: $O(1)$ as we use fixed buffer size

Input/Output Specifications

Input Requirements

1. String length must not exceed 99 characters (100 including null terminator)
2. Input can contain any ASCII characters
3. Input can be empty or whitespace-only (will be handled as error cases)

Output Format

1. Success Case:

Largest uppercase character: X

[Optional] Number of occurrences: N

2. Error Cases:

Error: Empty string or whitespace only!

Error: No uppercase characters found!

Error: Input/Output error occurred!

Validation Rules

1. Character is uppercase if ASCII value is between 65 ('A') and 90 ('Z')
2. Whitespace characters include: space (32), tab (9), newline (10)
3. Valid string must contain at least one non-whitespace character
4. Valid result requires at least one uppercase character

Output:

Case	Output
Enter a string: ZZzzzzZZZZYYYYYYYYYYYY	Largest uppercase character: Z Note: Multiple characters found with ASCII value 90 Number of occurrences: 6
Enter a string: sdmYYYYYYYyyzz	Largest uppercase character: Y Note: Multiple characters found with ASCII value 89 Number of occurrences: 7
Enter a string: -238323	Error: No uppercase characters found in the string!
Enter a string: duongdeptra	Error: No uppercase characters found in the string!
Enter a string: thayvuideptra	Error: No uppercase characters found in the string!
Enter a string:	Error: No uppercase characters found in the string!