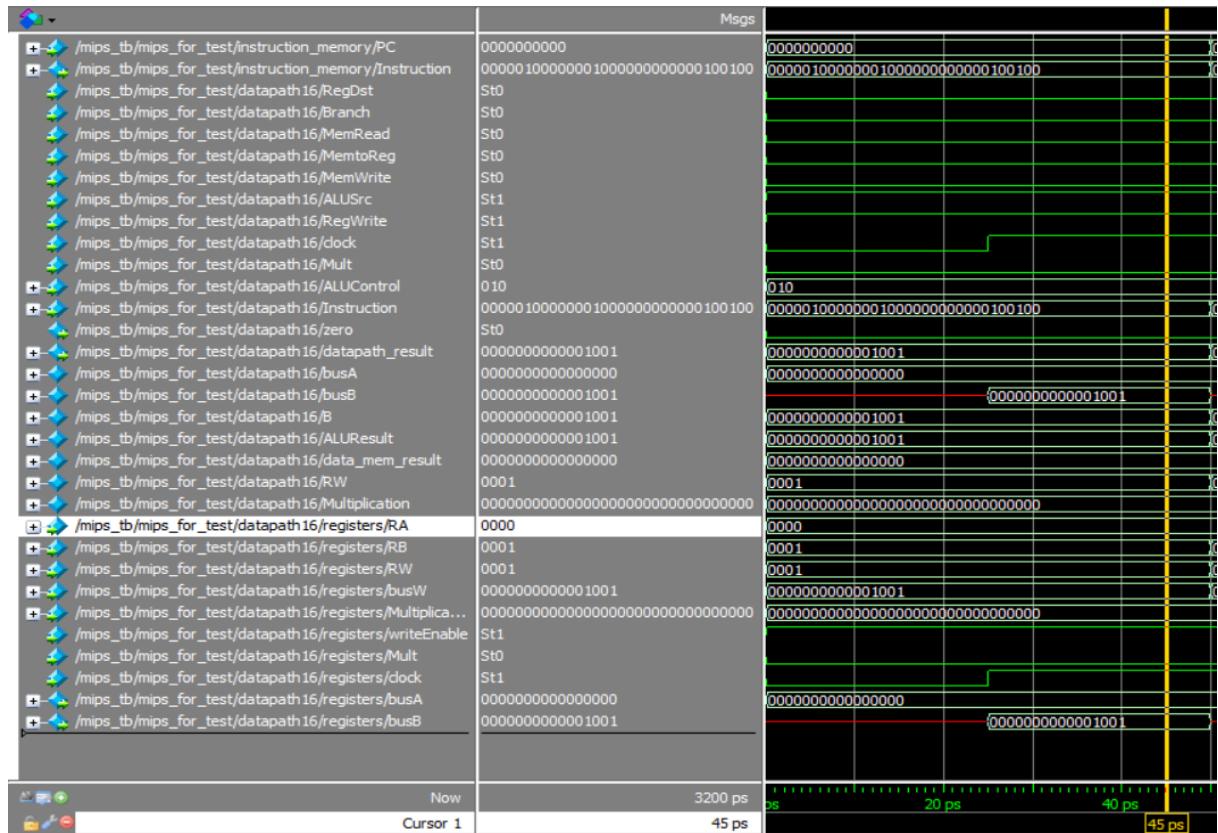


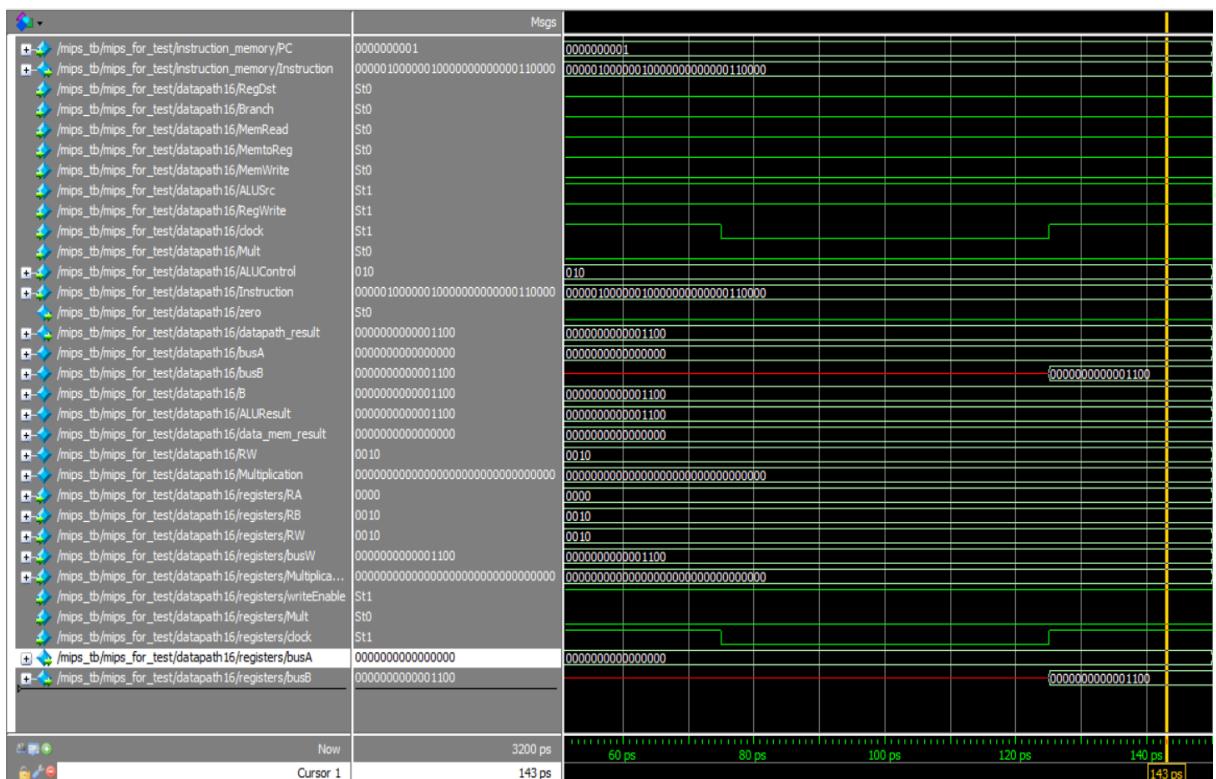
CSE 331 FINAL PROJECT SIMULATION RESULTS

O. addi \$1 \$0 9



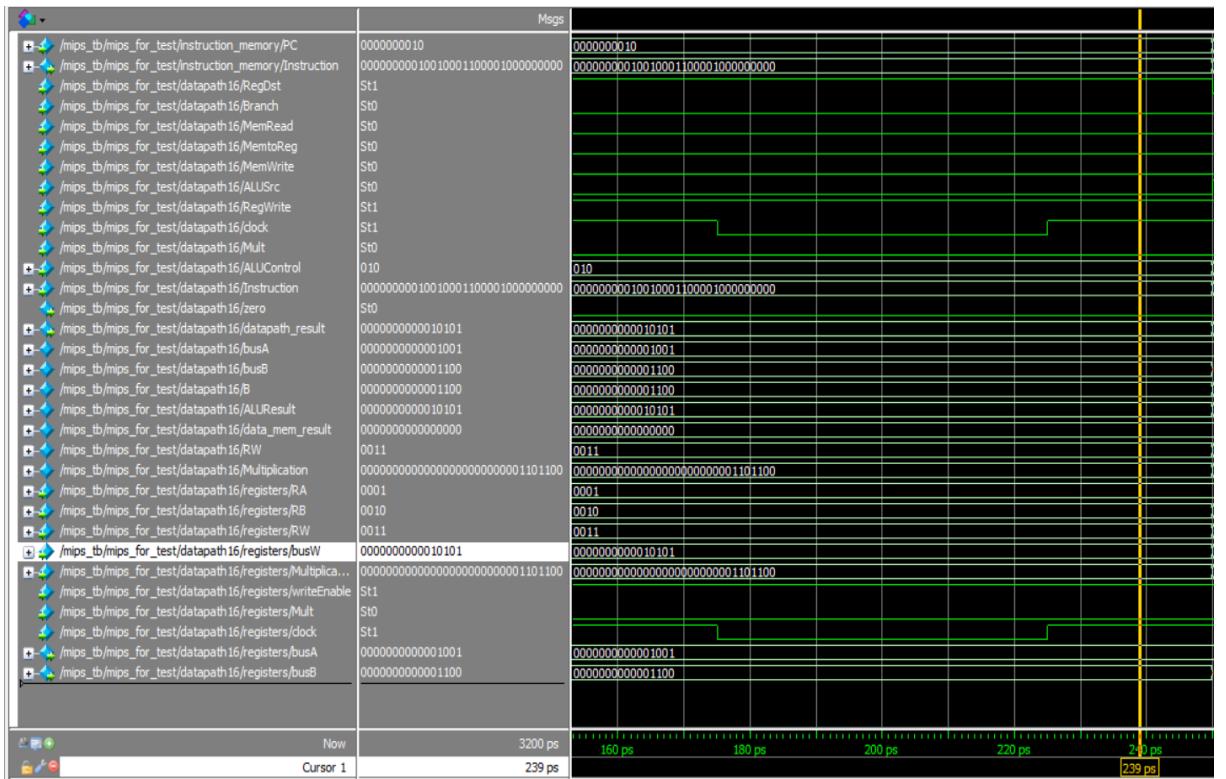
Sum of the value of \$0 register and immediate value 9 is calculated and put on \$1 register.

1. addi \$2 \$0 12



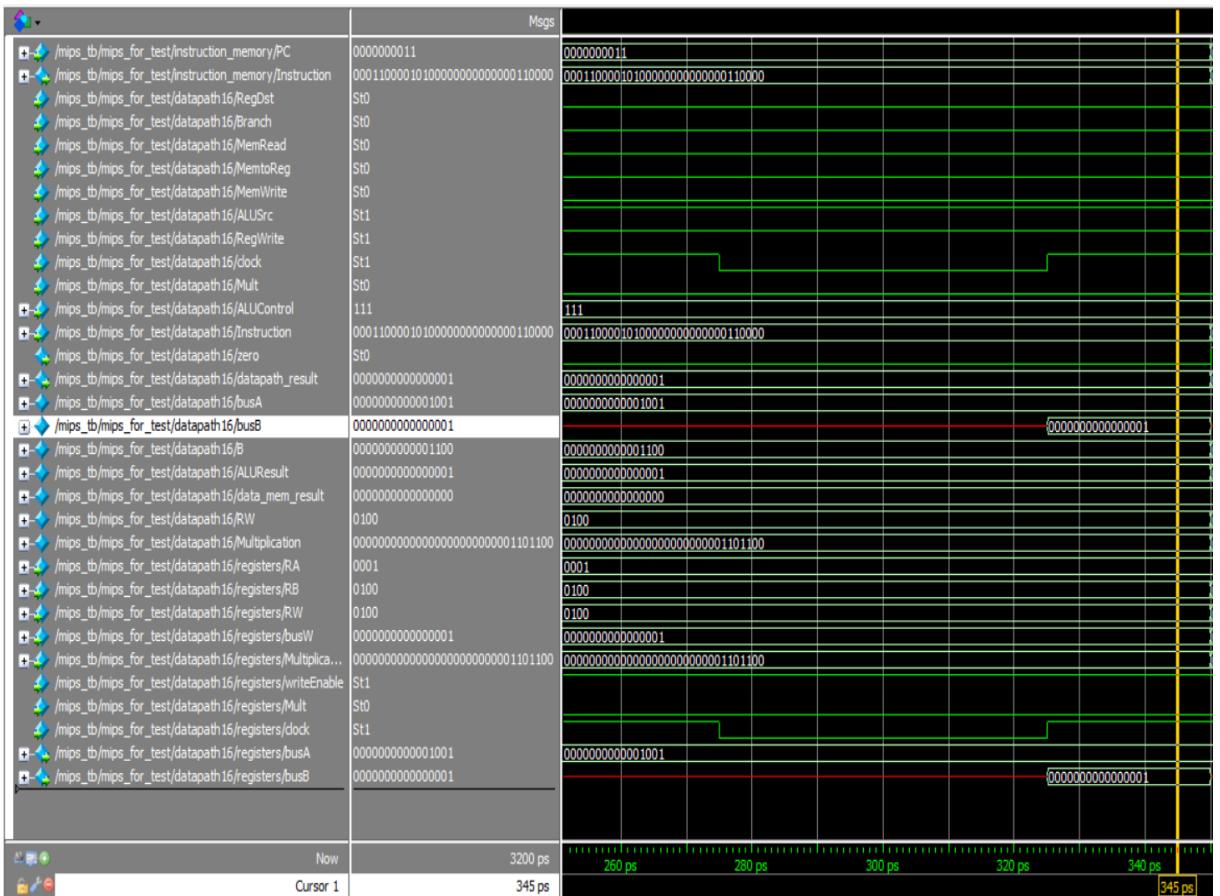
Sum of the value of \$0 register and immediate value 12 is calculated and put on \$2 register.

2. add \$3 \$1 \$2 (\$1 = 9, \$2 = 12)



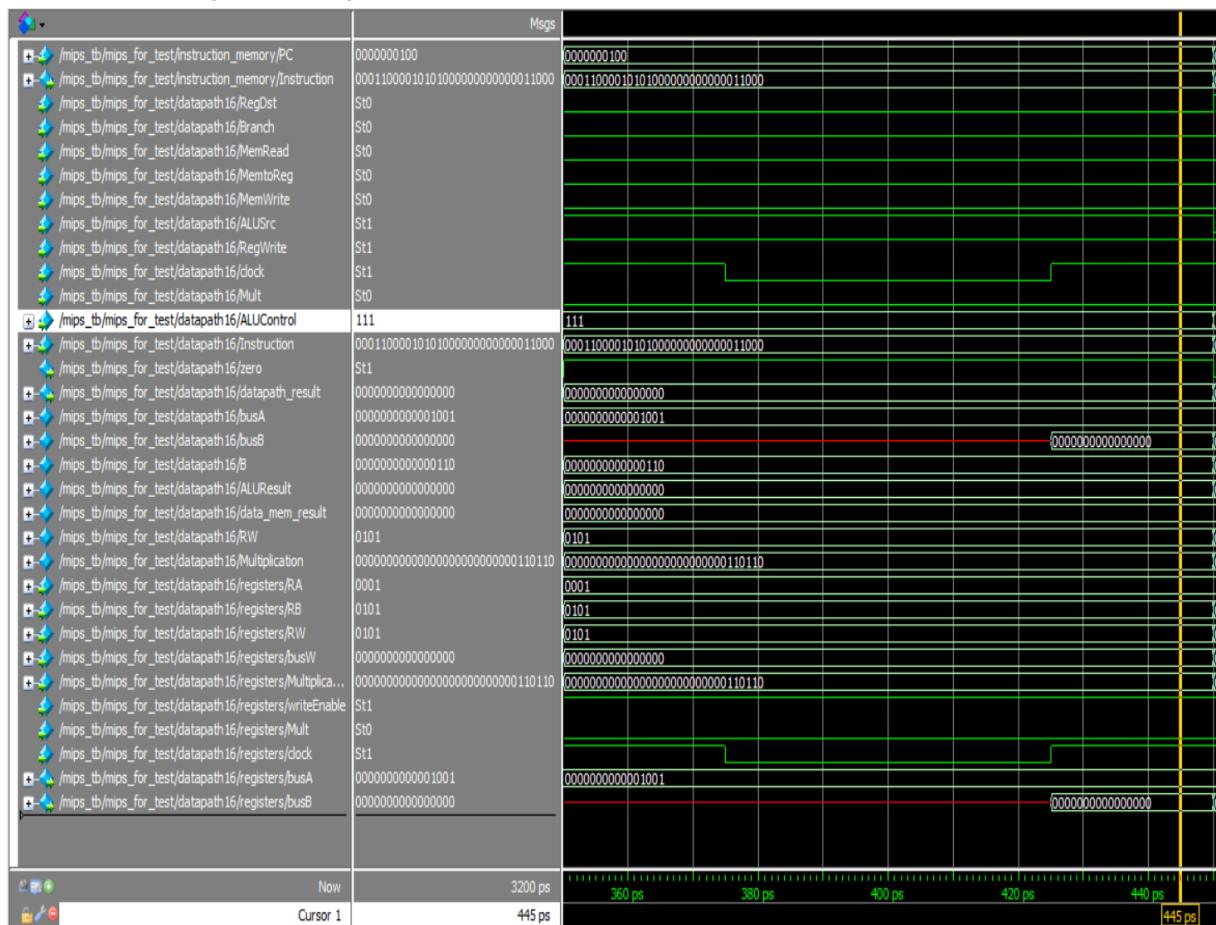
Sum of value of \$1 and \$2 is calculated and put \$3 on register.

3. slti \$4 \$1 12 (\$1 = 9)



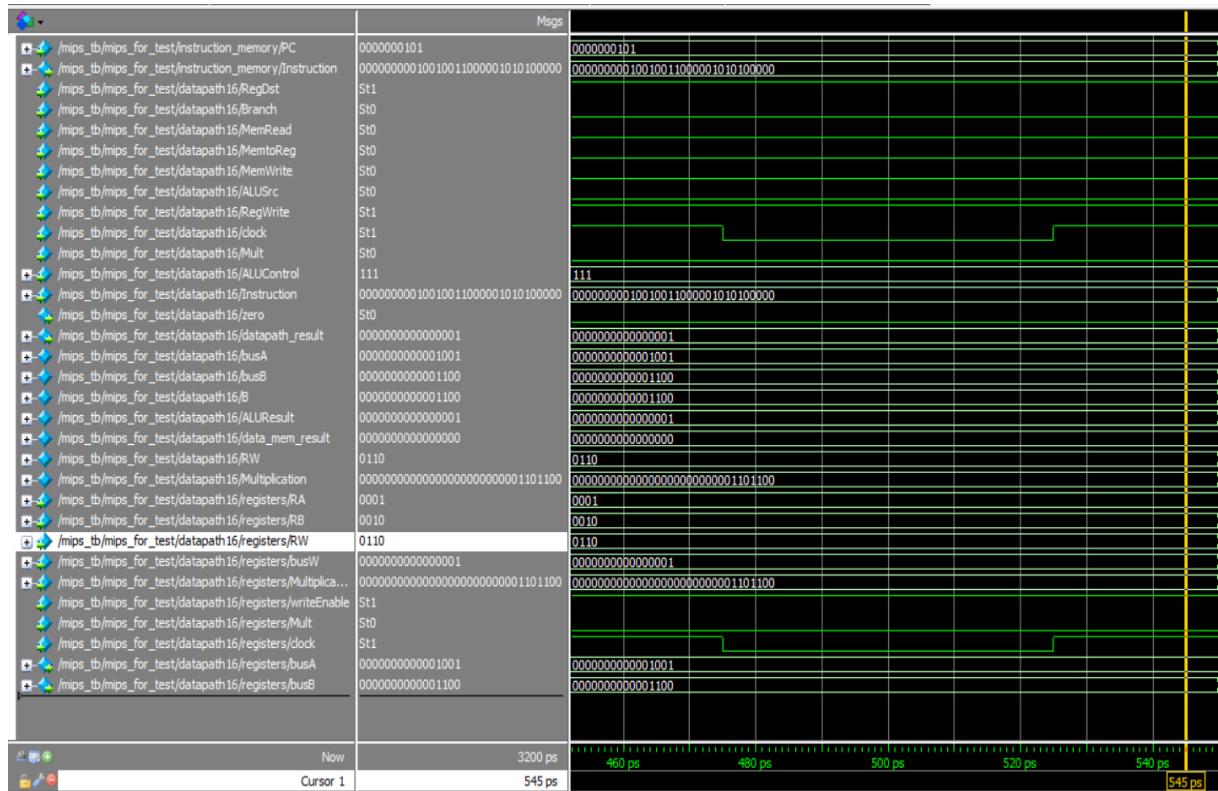
1 is put on \$4 register because value of \$1 is less than 12.

4. slti \$5 \$1 6 (\$1 = \$9)



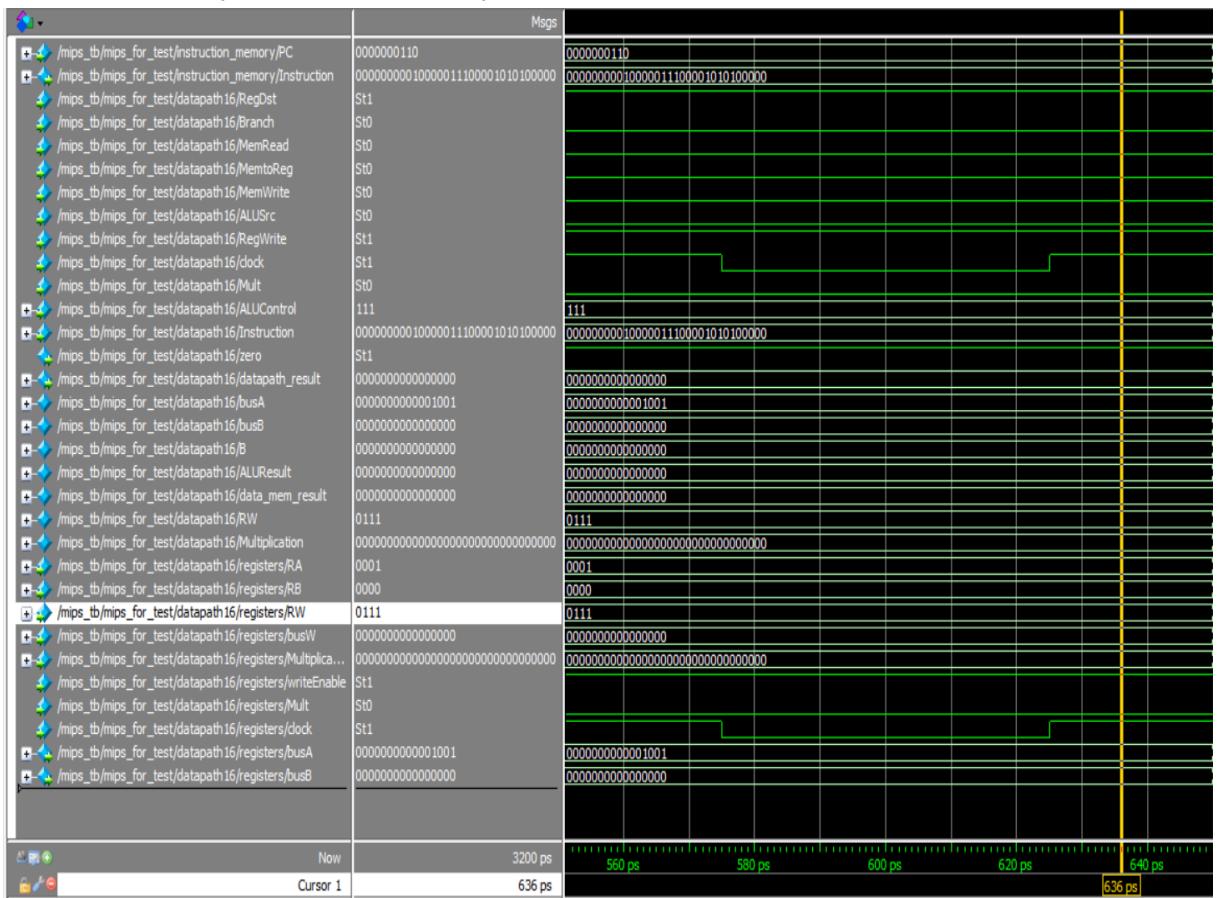
0 is put on \$5 register because value of \$1 register is bigger than 6.

5. slt \$6 \$1 \$2 (\$1 = 9, \$2 = 12)



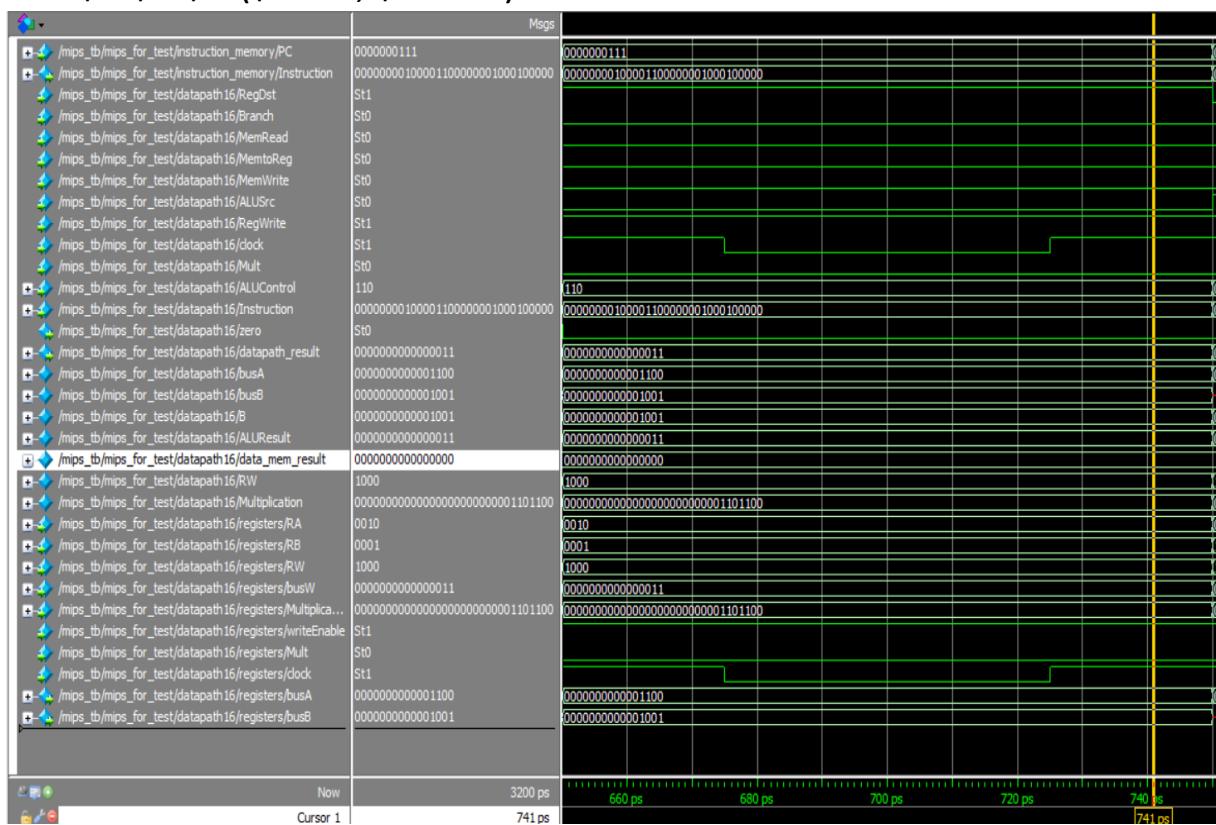
1 is put on \$6 register because value of \$1 is less than value of \$2.

6. slt \$7 \$1 \$0 (\$1 = 9, \$2 = 12)



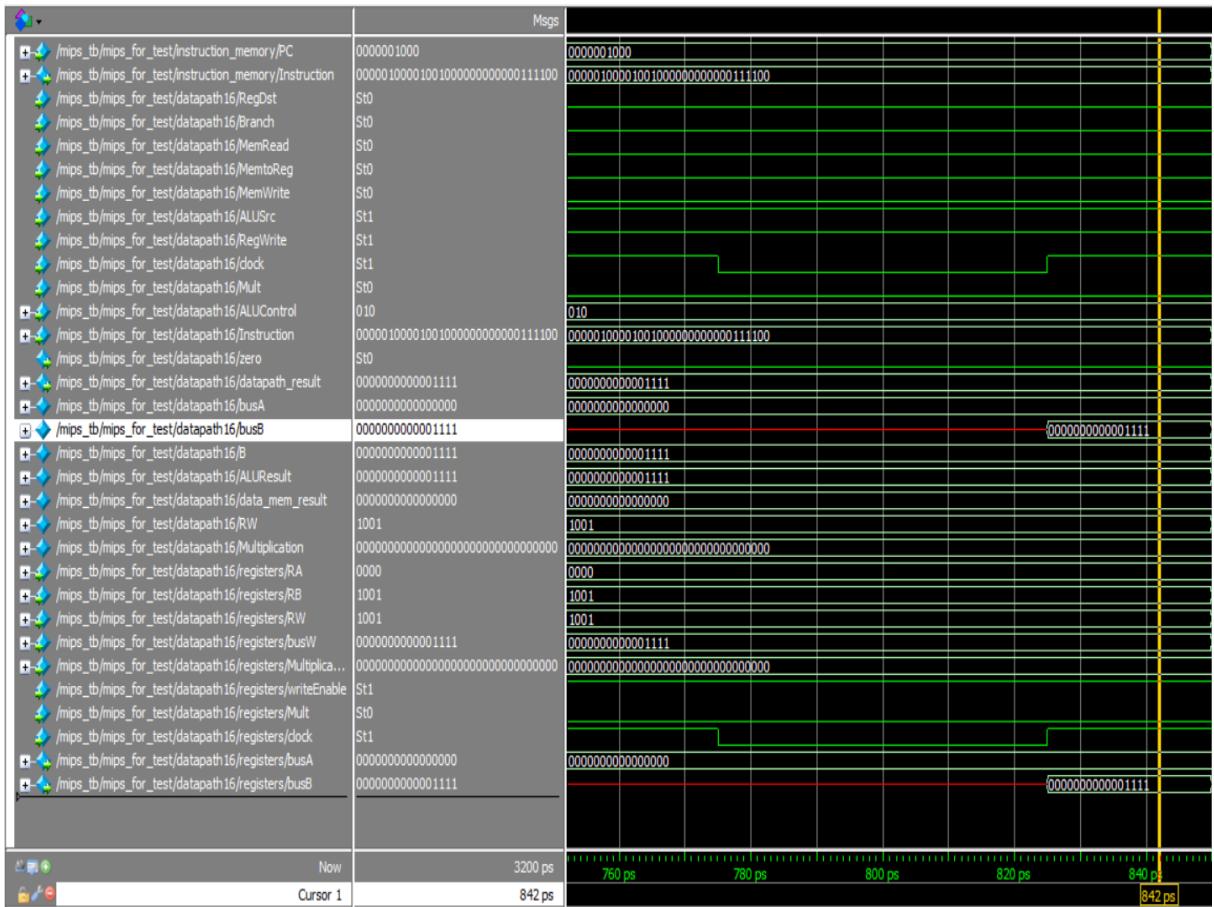
0 is put on \$7 register because value of \$1 is bigger than value of \$0.

7. sub \$8 \$2 \$1 (\$1 = 9, \$2 = 12)



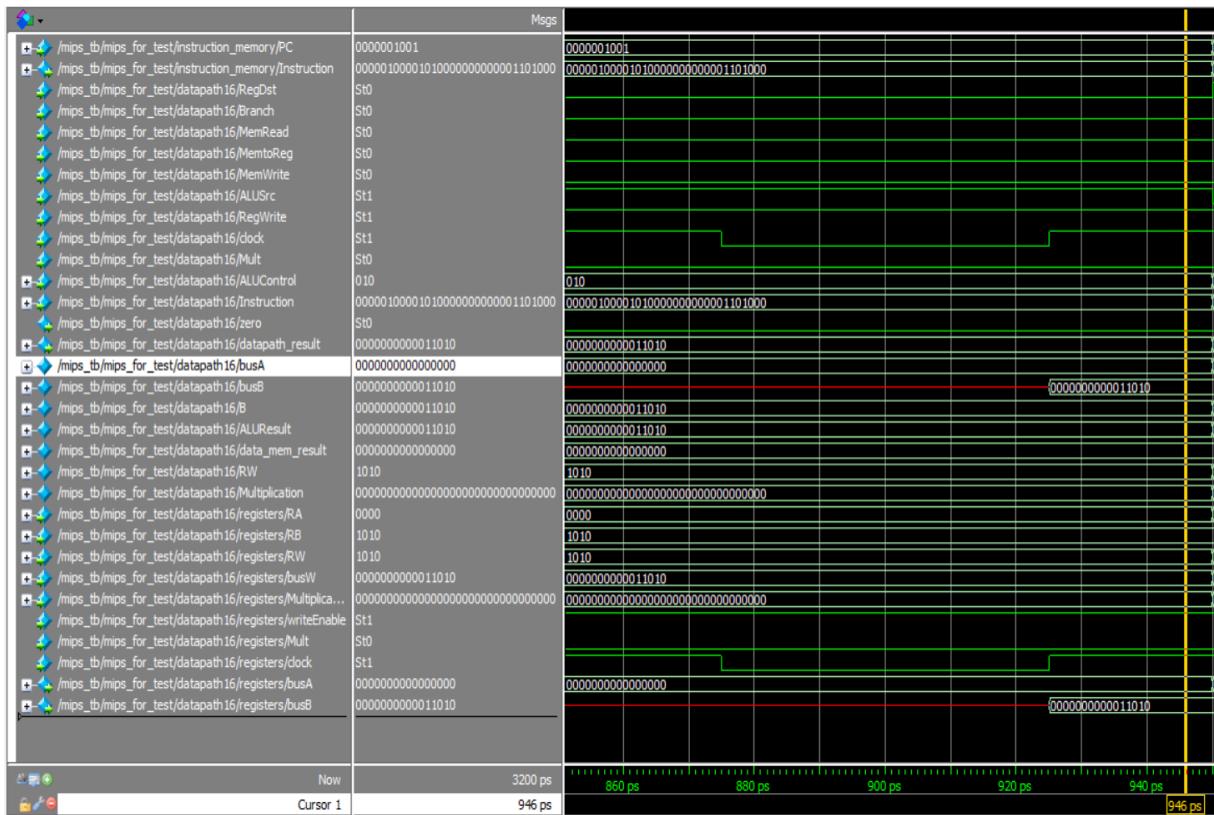
Subtraction of value of \$2 and \$1 is put on \$8 register.

8. addi \$9 \$0 15 (\$0 = 0, 15 = 1111 binary)



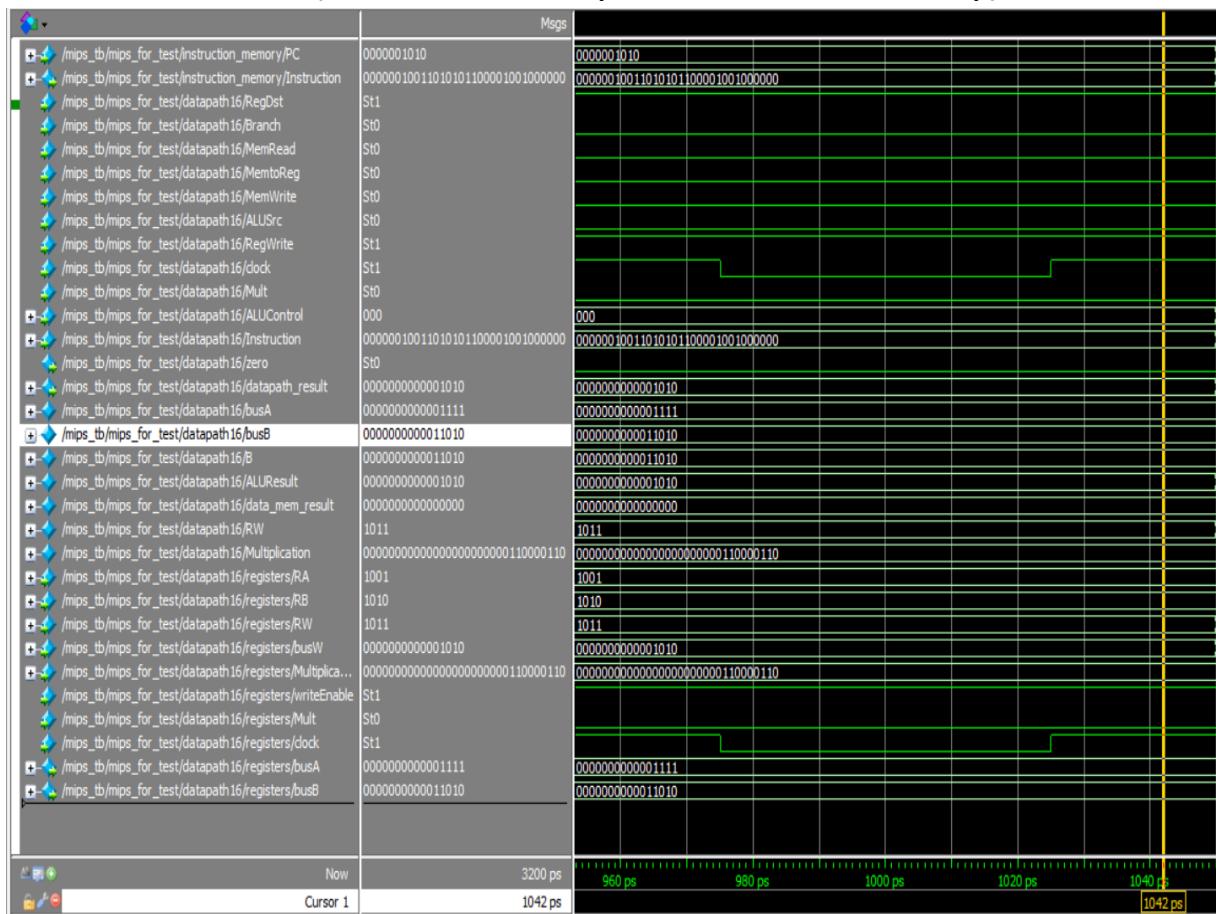
Sum of the value of \$0 register and immediate value 15 is put on the \$9 register.

9. addi \$10 \$0 26 (\$0 = 0, 26 = 111010 binary)



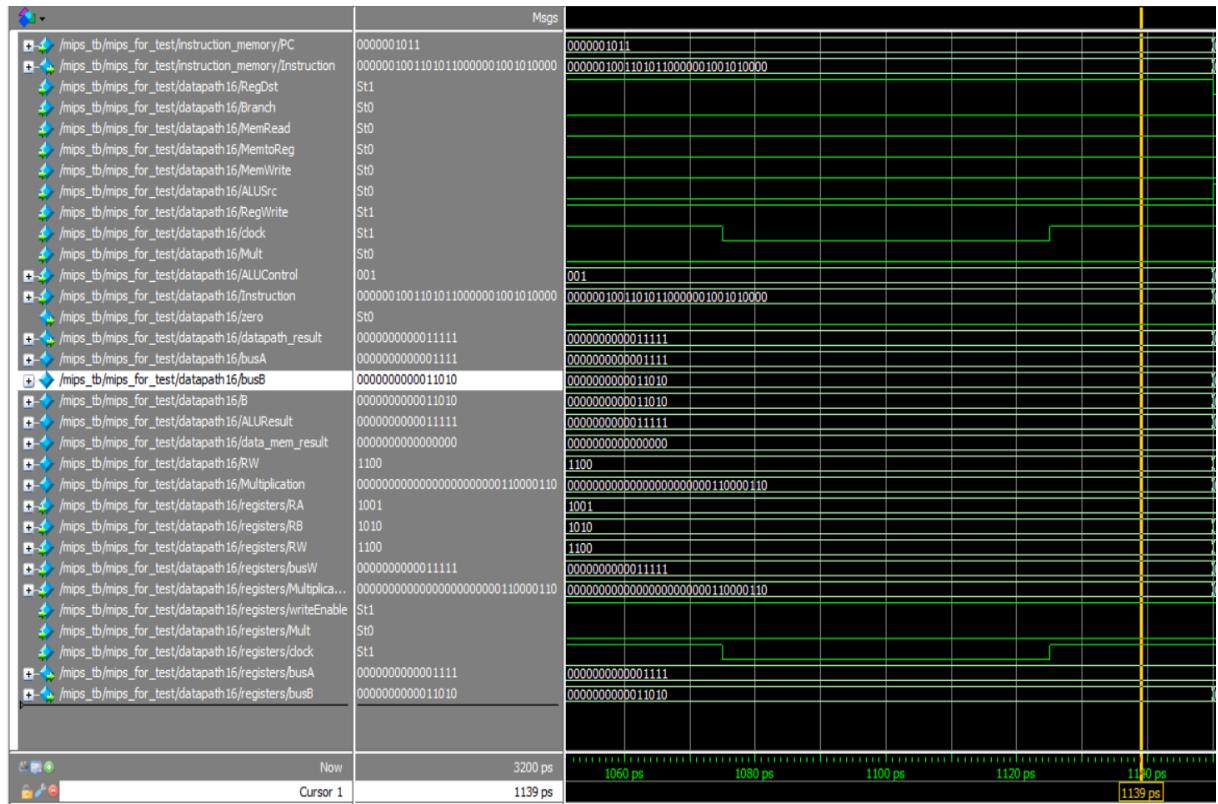
Sum of the value of \$0 register and immediate value 26 is put on the \$10 register.

10. and \$11 \$9 \$10 (\$9 = 1111 binary, \$10 = 111010 binary)



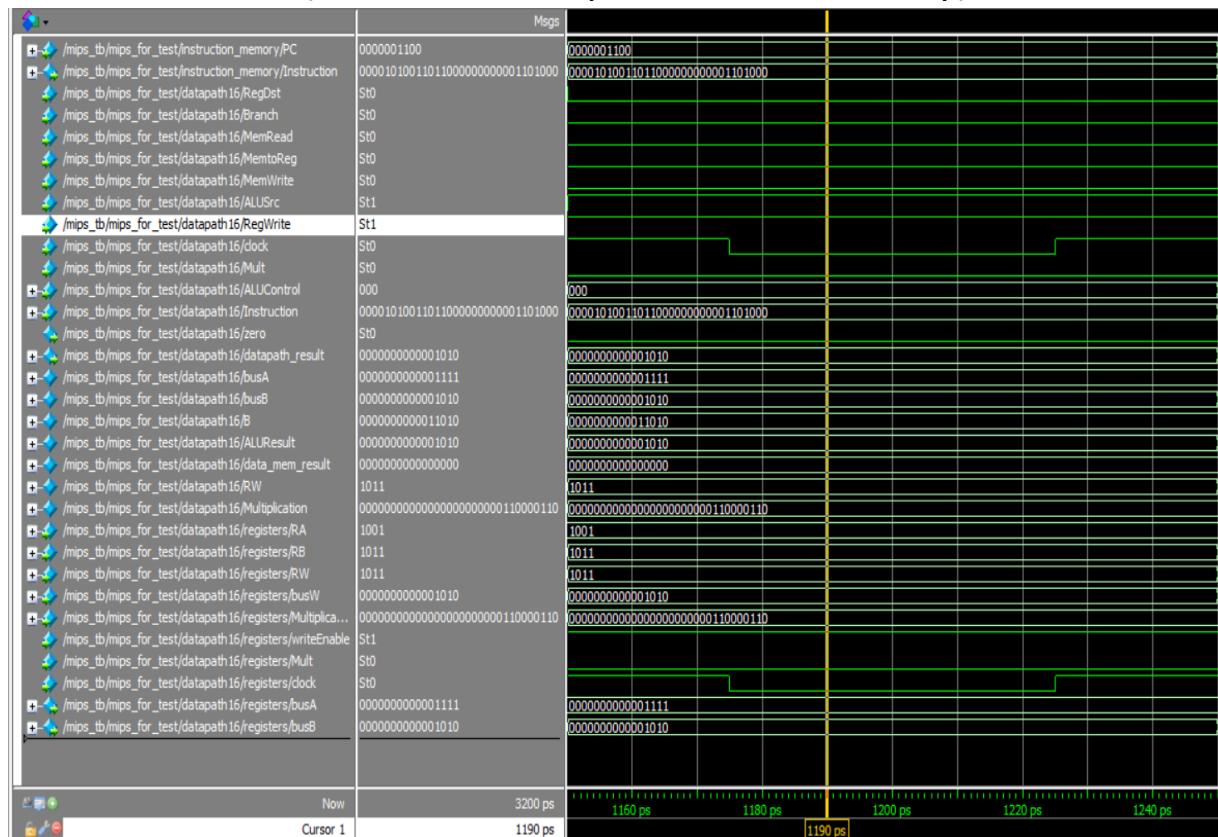
The value of \$9 register and \$10 register ands, then the result is put on the \$11 register.

11. or \$12 \$9 \$10 (\$9 = 1111 binary, \$10 = 111010 binary)



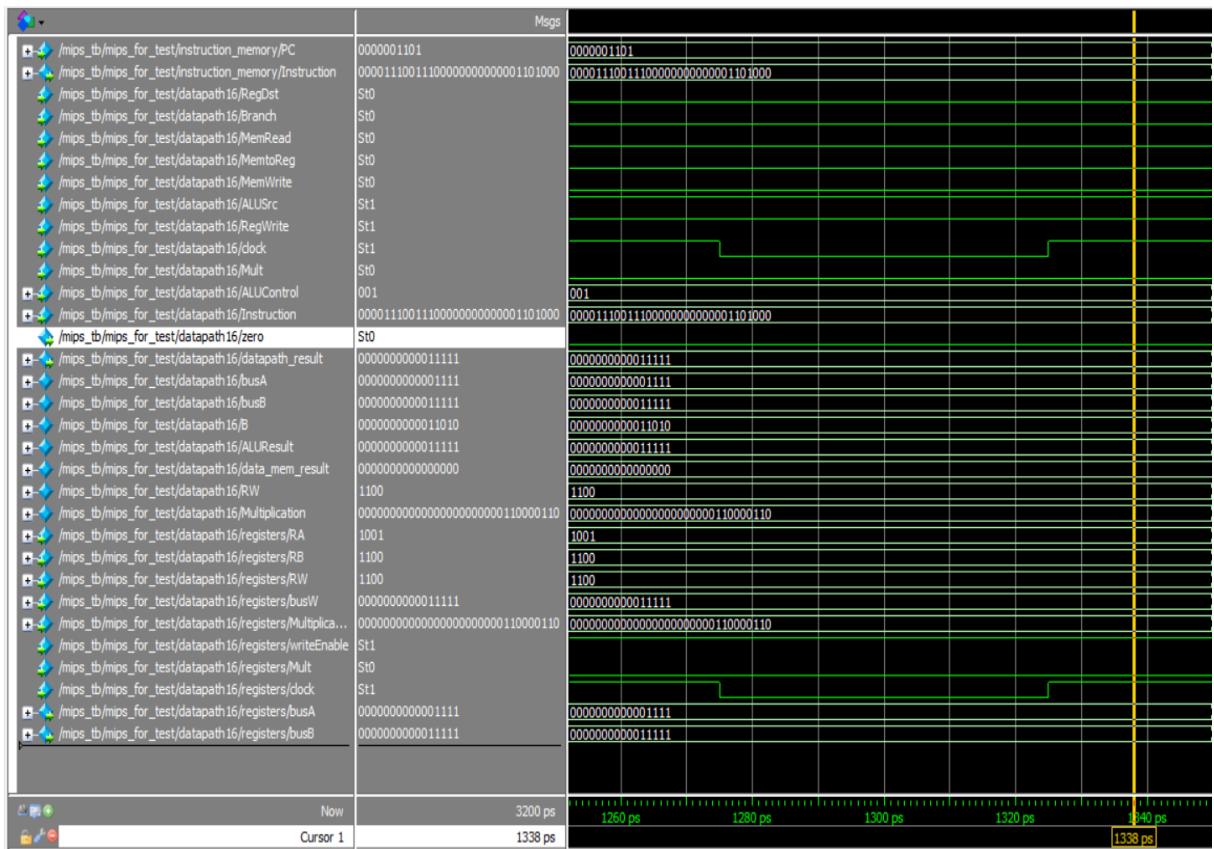
The value of \$9 register and \$10 register ors, then the result is put on the \$12 register.

12. andi \$11 \$9 26 (\$9 = 1111 binary, 26 = 111010 binary)



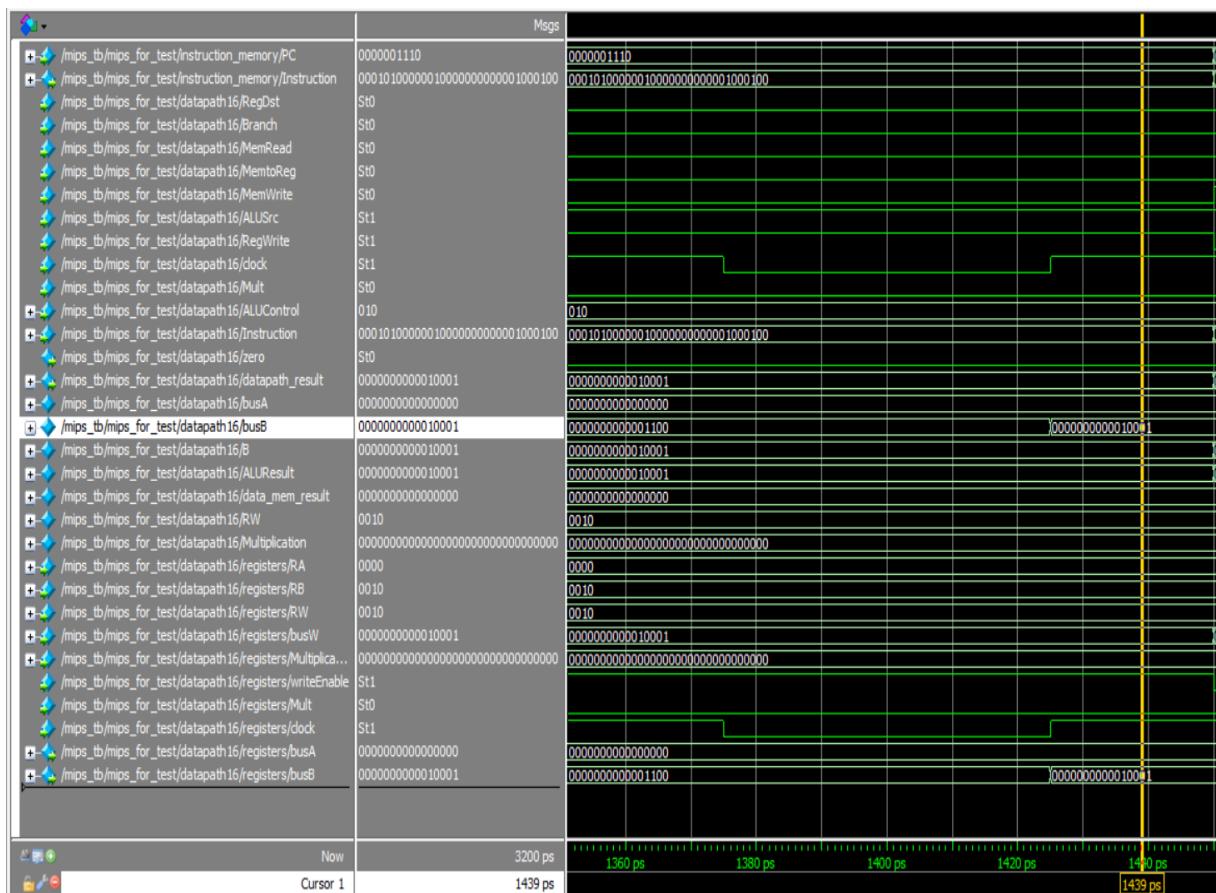
The value of \$9 register and immediate value 26 ands, then the result is put on the \$11 register.

13. ori \$12 \$9 26 (\$9 = 1111 binary, 26 = 111010 binary)



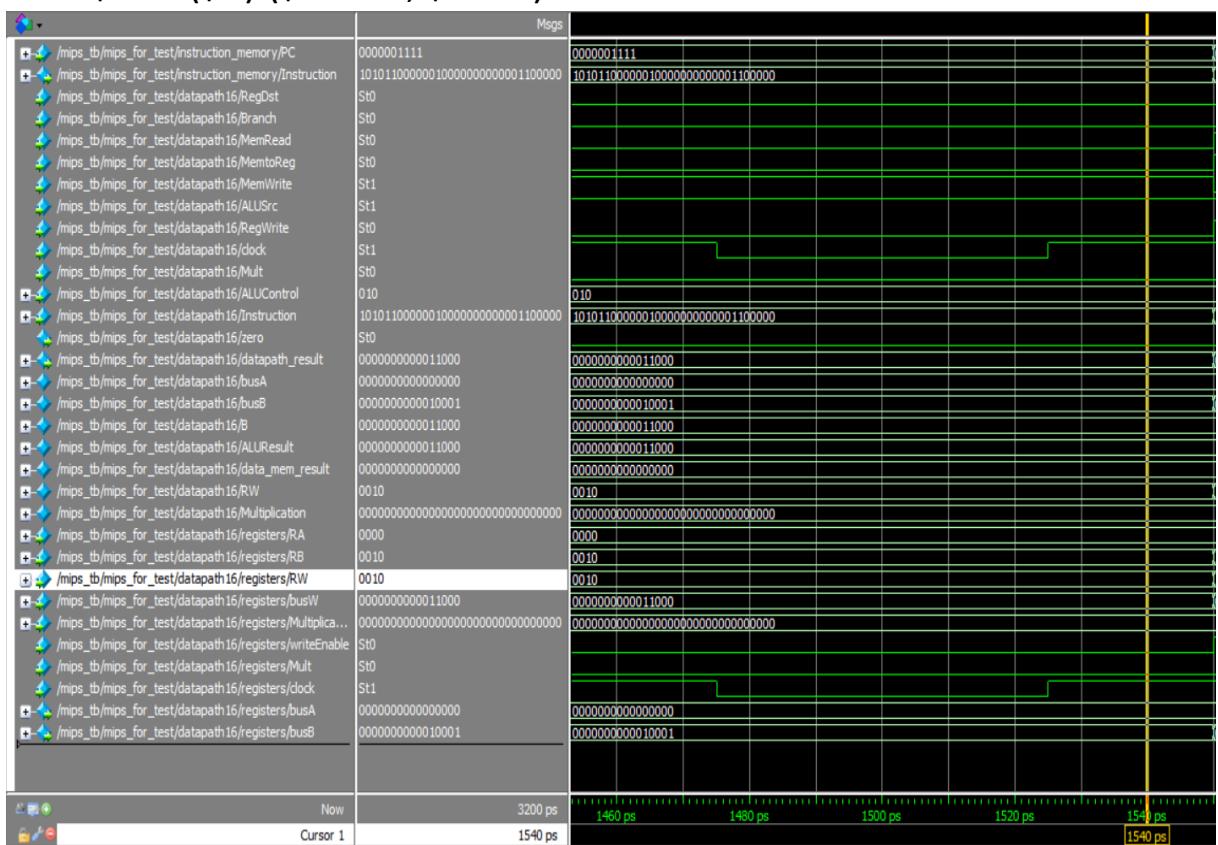
The value of \$9 register and immediate value 26 ors, then the result is put on the \$12 register.

14. li \$2 17



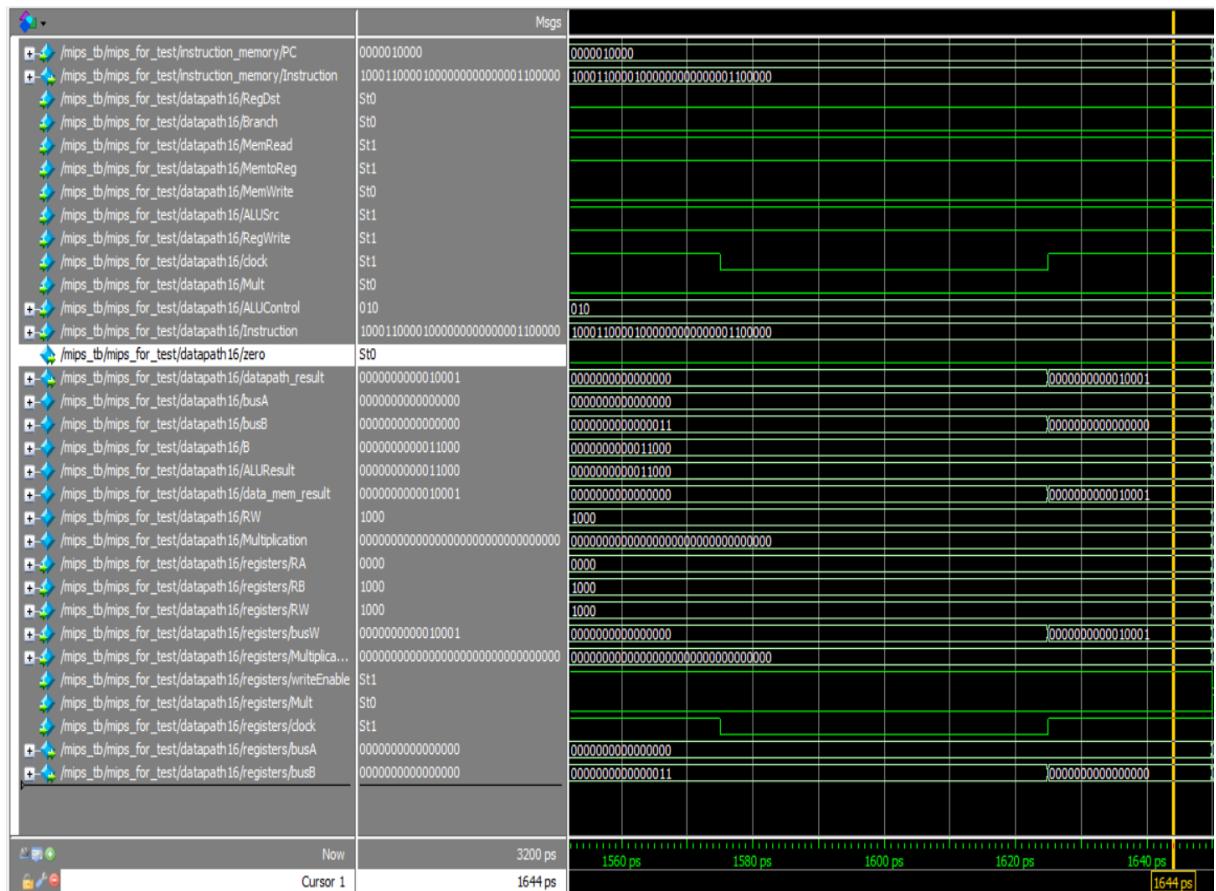
Load immediate value 17 to register \$2.

15. sw \$2 24(\$0) (\$2 = 17, \$0 = 0)



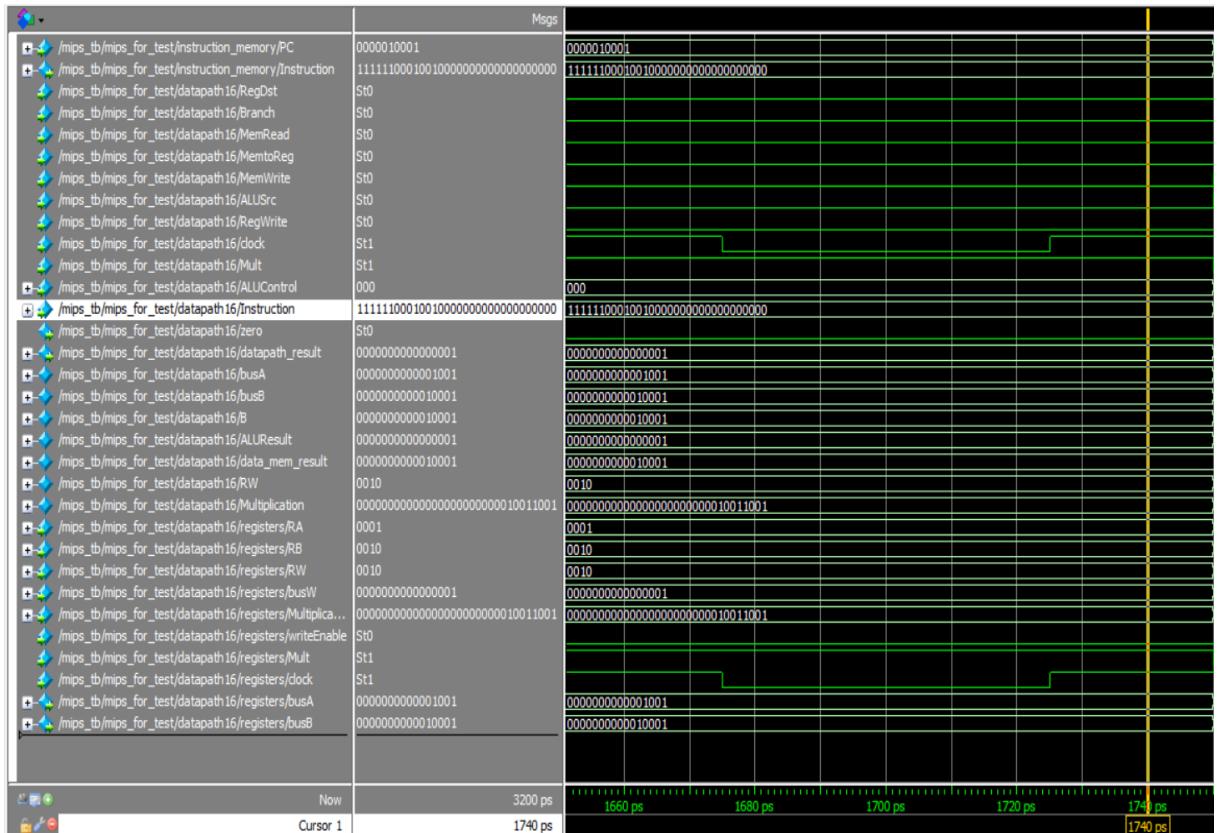
Store the value of \$2 in the address 24 + the value of \$0.

$$16. \text{ If } \$12 - 24(\$0) = 24(\$0) = 17, \text{ then } \$0 = 0$$

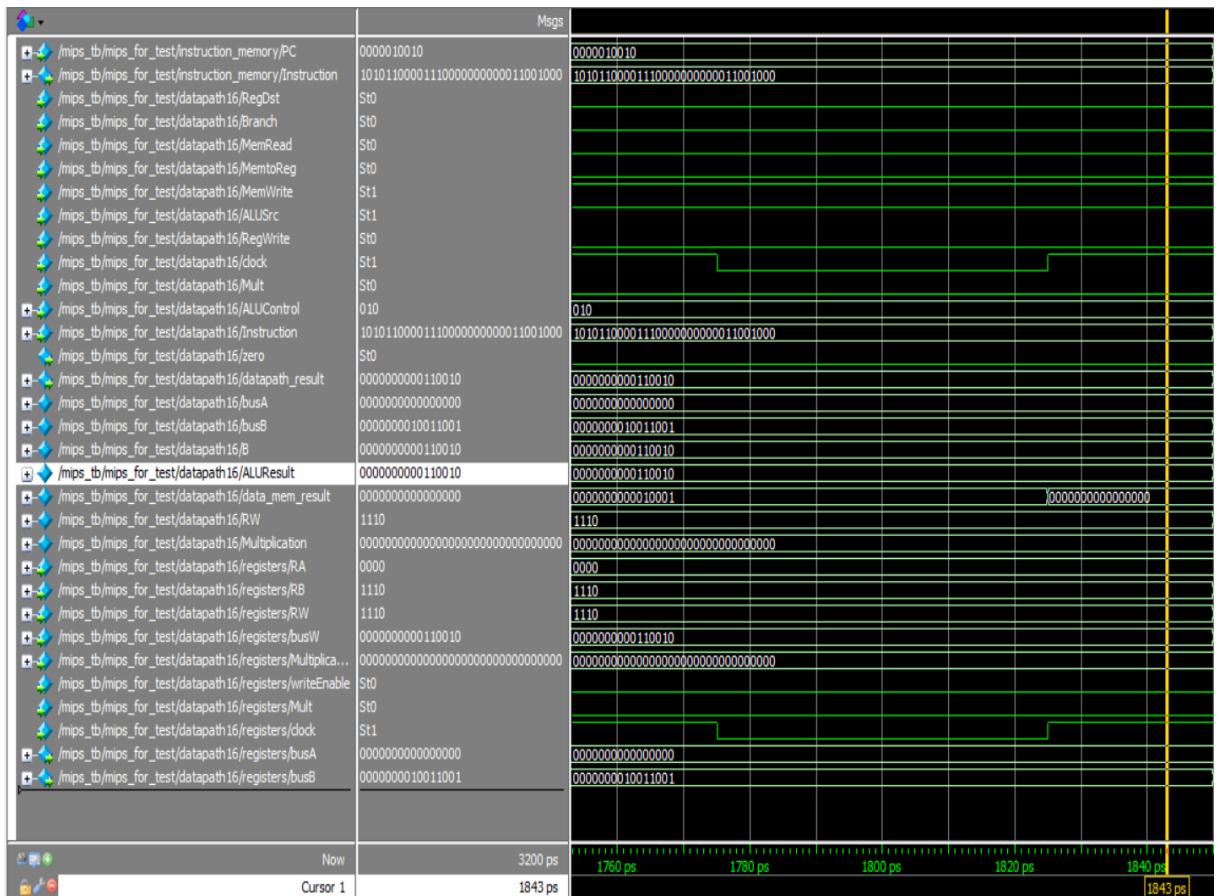


Loads the value of memory which is address is $24 + \$0$ to register $\$12$ to check previous operation is done correctly.

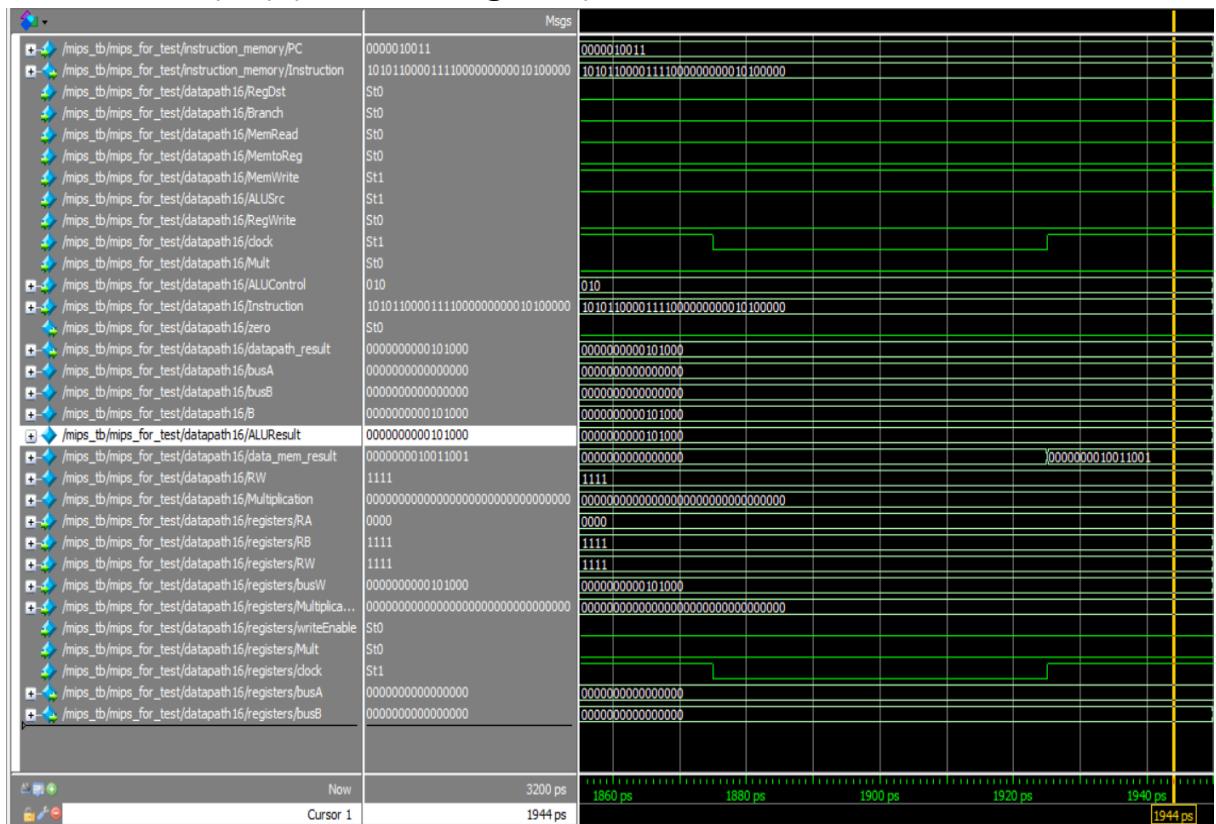
17. mult \$1 \$2 (\$1 = 9, \$2 = 17)



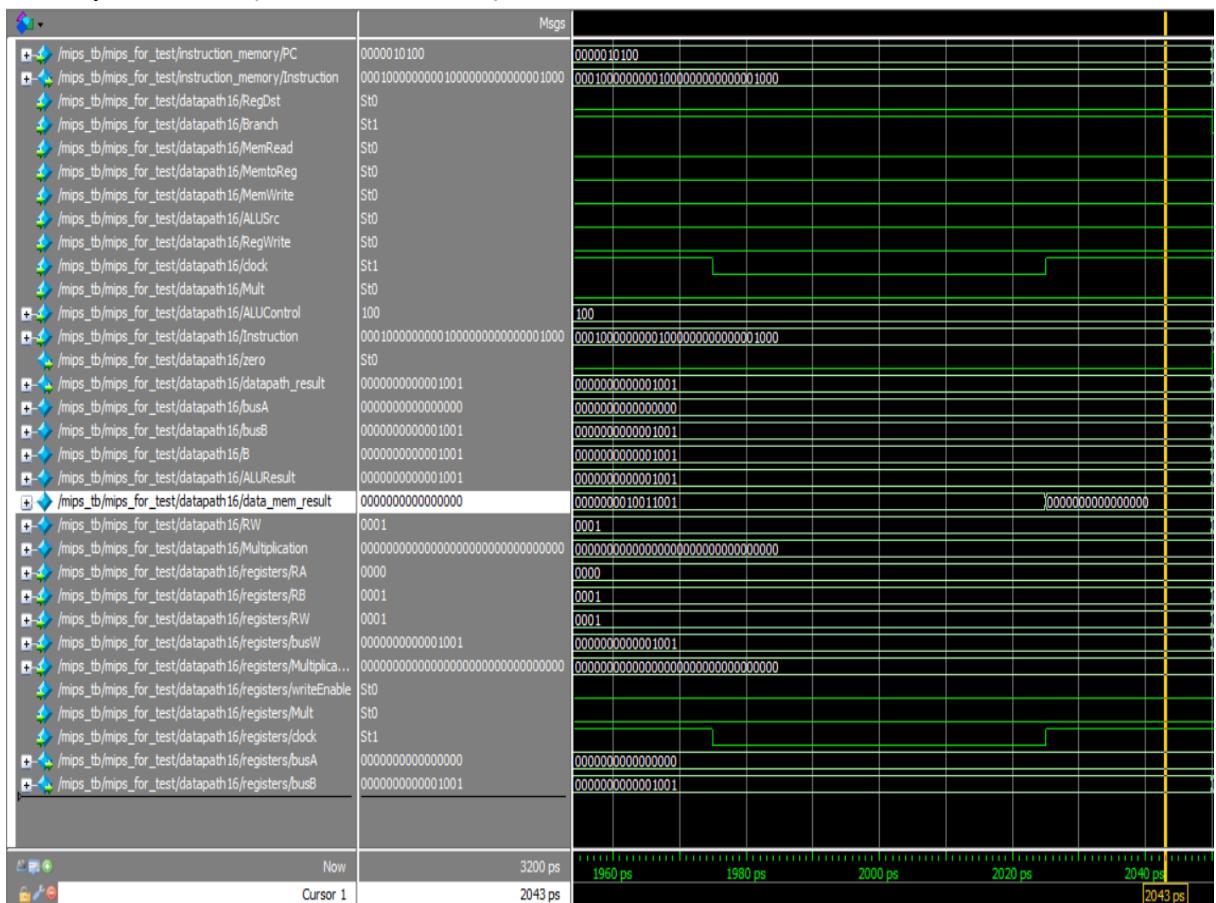
18. sw \$14 50(\$0) (\$14 = lo register)



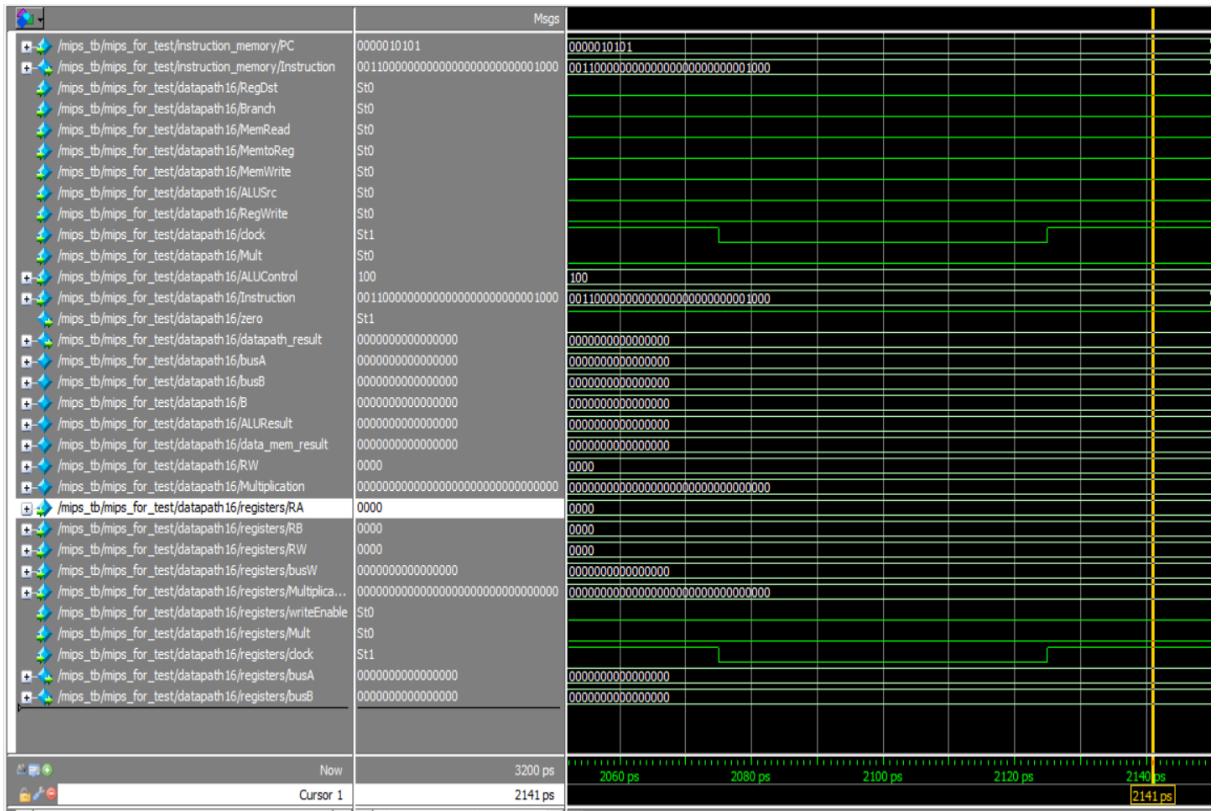
19. sw \$15 40(\$0) (\$15 = hi register)



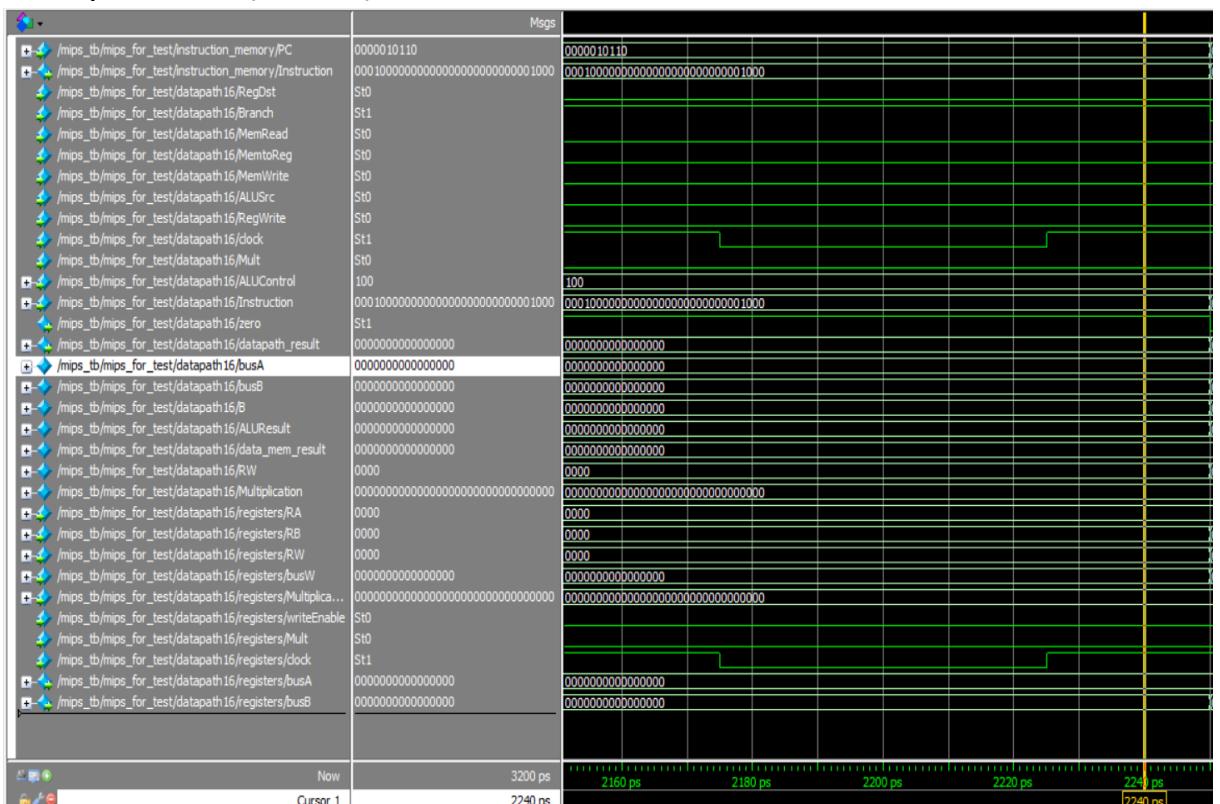
20. beq \$0 \$1 2 (\$0 = 0, \$1 = 9)



21. bne \$0 \$0 2 (\$0 = 0)



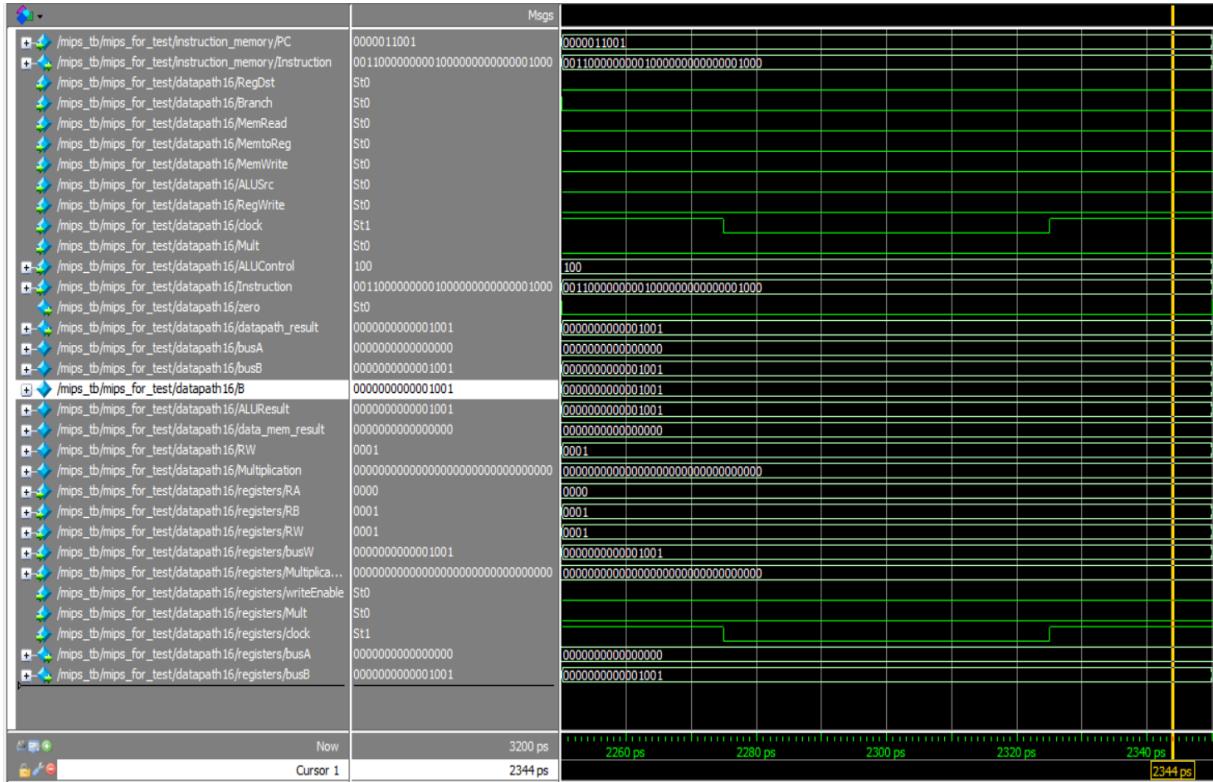
22. beq \$0 \$0 2 (\$0 = 0)



23. li \$2 17 (not executed)

24. li \$2 17 (not executed)

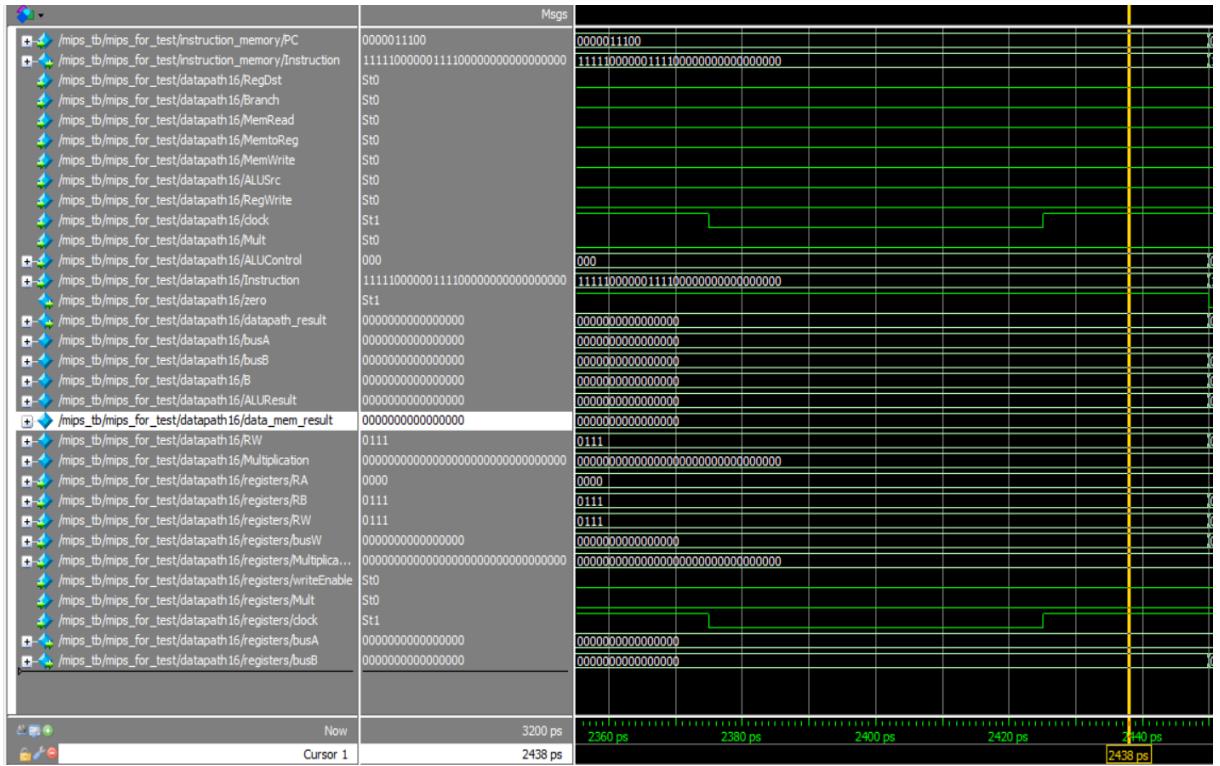
25. bne \$0 \$1 2 (\$0 = 0, \$1 = 9)



26.li \$2 17 (not executed)

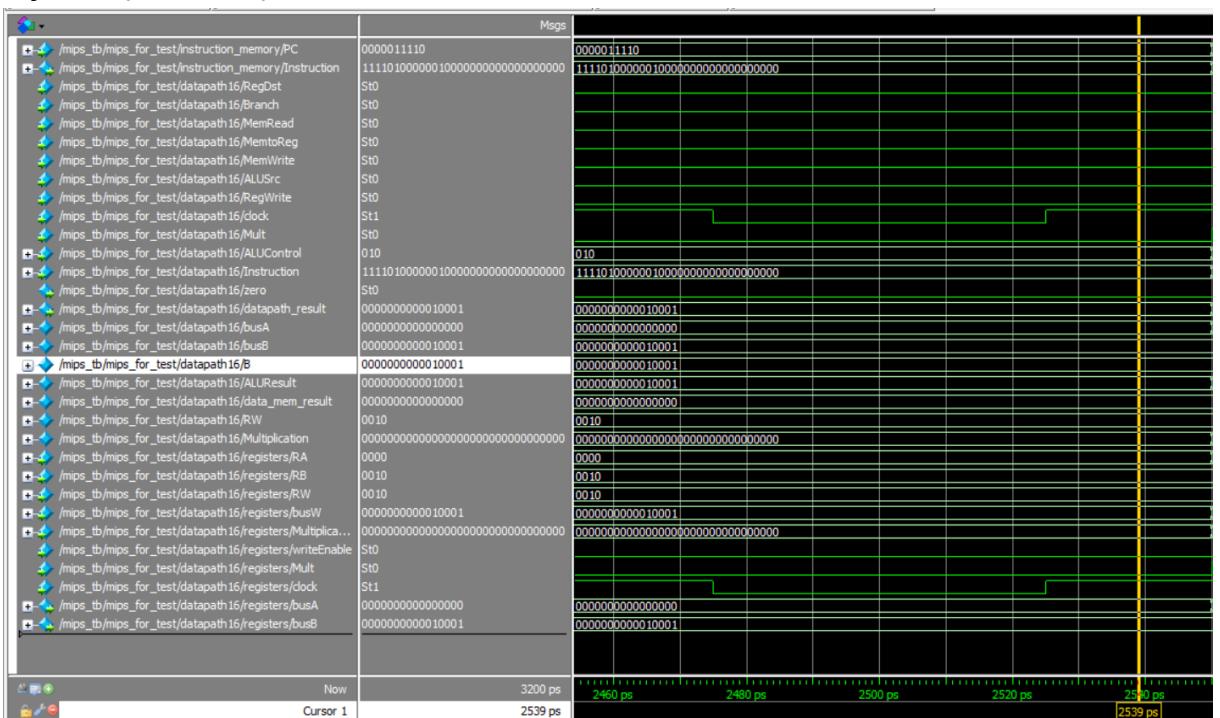
27. li \$2 17 (not executed)

28. j 30

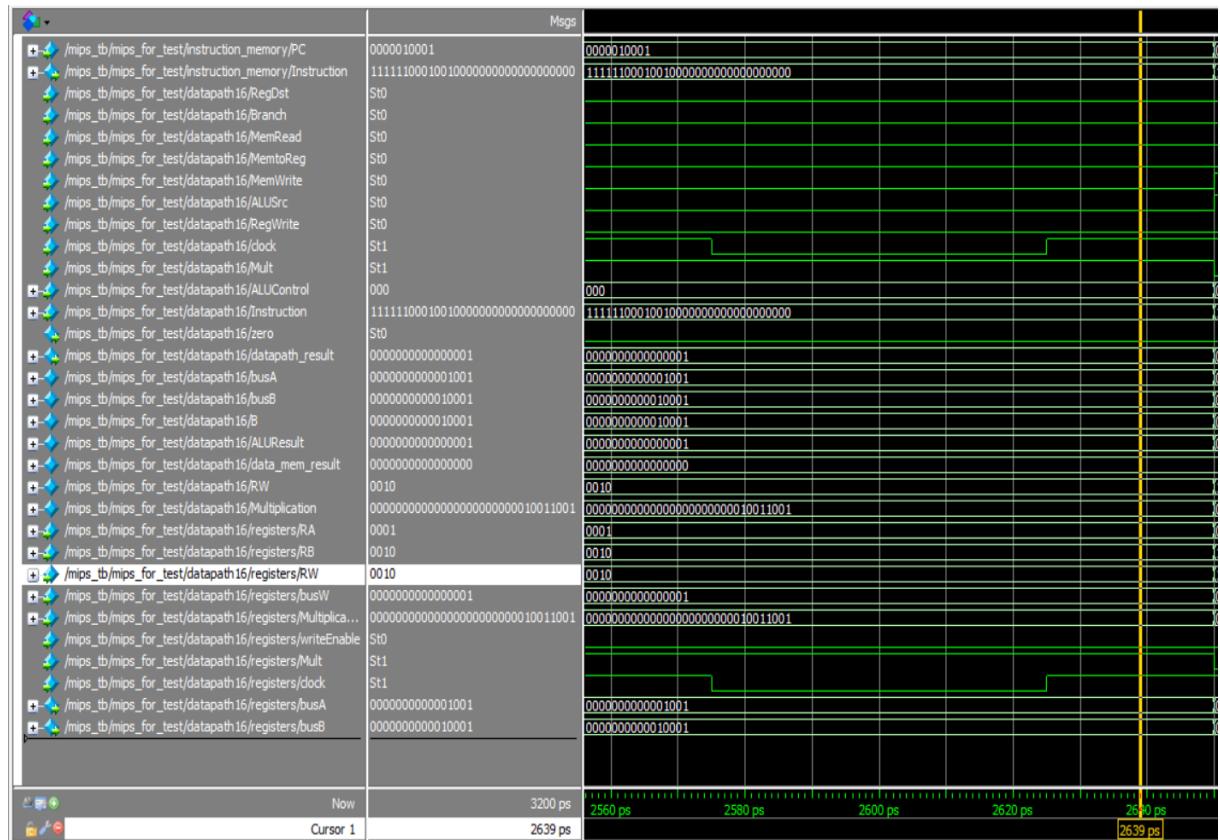


29. li \$2 17 (not executed)

30. jr \$2 (\$2 = 17)



31. mult \$1 \$2 (\$1 = 9, \$2 = 17)



P.S Pictures are uploaded in another file named Simulation Results.