TPS Activity 1:

1. MARS stands for “MIPS Assembler and Runtime Simulator”
2. Downloaded MARS
3. Downloaded tutorials and maps and file
4. 1. To load an assembly file we simply use the menubar file.
   2. To assemble the program we click on the icon with the crew driver and wrench
   3. To run the assembled program we click on the play button labeled run current program.
   4. We can not run a program before assembling it.
   5. To run an assembled program line by line we click on the play button with a 1 as the subscript.
   6. To run the program again after it has finished running we simply click on the two arrows facing back. << Its labeled.

TPS Activity 2:



1. .data: is placed in section of program identified with assembler directive .data. It declares variable names used in program, storage allocated in main memory. Variable declarations follow this line.

.word: Declares a pointer: use the address 13 as value for n

.text: contains program code instructions. Instructions follows this line.

1. Branch to finish if $t3=$t0
2. Performs an unconditional jump to program label fib
3. To set a break point in MARS you have to assemble the file and then on the text segment sections there are little boxes you click on to set a break point.
4. To continue to execute your code you keep pressing the play button and to single step you click on the play button with a subscript of 1.
5. The content of the register can be found by looking into the data segment and registers. You can modify it while running by clicking on the drop down and changing it from data to any choice listed.
6. 0x00400008
7. Syscall instruction is short for system call which tells the system to print. In this case it would print out their Fibonacci number