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Class: CSE 313 Machine Organization Lab
 Section: 02
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; Term: Fall 2018
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; Lab #4: Fibonacci Numbers
                The program takes an integer value, n, stores it
; Description:
        at x3100, and determines if it is at least 2 in magnitude.
;
;
        If it is, then the program stores a value of integer 1
        at x3101. If it isn't, with a series of loops, it calculates
;
        the Fibonacci number for n.
                The program executes further by calculating the last
        n, denoted by N, and corresponding Fibonacci number, F N, before
        running out of sufficient bits in memory causing the sign bit to
;
        change due to a carry of 1 into its bit location. The program
        concludes by storing N into x3102 and F N into x3103.
                To experiment, change the integer value in Data.asm.
        .ORIG
                x3000
        LDI
                R0, X
                                         ; Load input integer, n, into RO.
; Check if n is at least 2.
        ADD
                R0, R0, \#-2
                                         ; Subtract 2 from input integer, n, because
                                         ; we skip the first 2 Fibonacci sequences.
        BRnz
                NZ
                                         ; If the result is positive it means that
                                         ; the input integer, n, is greater than 2,
                                         ; meaning its Fibonacci number is determine
                                         ; by applying F n = F (n-1) + F (n-2).
; R4 being used to decrement the number of iterations to be carried out in the proc
        AND
                R4, R4, #0
        ADD
                R4, R4, #-1
 Preparing registers R1, R2, and R3.
        AND
                R1, R1, #0
                                         ; Clearing R1 and
        ADD
                R1, R1, #1
                                         ; loading R1 with integer 1.
                R2, R2, #0
        AND
                                         ; Clearing R2 and
        ADD
                R2, R2, #1
                                         ; loading R2 with integer 1.
        AND
                R3, R3, #0
                                         ; Clearing R3 and
LOOP
        ADD
                RO, RO, #0
                                         ; loading R0 with integer 0 and bringing it
                                         ; into scope to be evaluated by the proceed
        BRz
                ZERO
                                         ; Branch used to check if input integer, n,
                                         ; If so, then the program will execute to 1
                                         ; where it'll store the Fibonacci number fc
                R3, R1, R2
        ADD
                                         ; If not, then apply F n = F (n-1) + F (n-2)
                R1, R1, #0
        AND
                                         ; n - 2 times or until the loop has
                R1, R2, #0
        ADD
                                         ; iterated n - 2 times at which point n - 2
        AND
                R2, R2, #0
                                         ; where it breaks out the loop
        ADD
                R2, R3, #0
                                         ; and stores the corresponding Fibonacci nu
                RO, RO, R4
        ADD
        BR
                LOOP
                R3, F n
ZERO
        STI
                SKIP
        BRzp
NZ
        AND
                R1, R0, #0
        ADD
                R1, R0, #1
        AND
                R2, R2, #0
                R2, R2, #1
        ADD
                R2, F n
        STI
SKIP
        AND
                R4, R4, #0
        ADD
                R4, R4, #2
        AND
                R1, R1, #0
        ADD
                R1, R1, #1
        AND
                R2, R2, #0
        ADD
                R2, R2, #1
                R3, R3, #0
        AND
```