```
1 0x00200513 -> addi a0, zero, 2
2 0x00400593 -> addi a1, zero, 4
3 0x00b50663 -> beq a0, a1, fim
4 0x00a50533 -> add a0, a0, a0
5 0xff9ff06f -> j loop
6 0x00b58633 -> add a2, a1, a1
7 0x000000013 -> nop
```

B)

1 main: 3 addi a0, zero, 2 # variavel = 2 addi a1, zero, 4 # variavel = 4 5 6 loop: 8 beq a0, a1, fim # condição de saida caso a0 for igual a a1 add a0, a0, a0 # dobra o valor de a0 9 10 # faz o loop j lopp 12 fim: 13 # soma a1 com ele mesmo e salva em a2 14 add a2, a1, a1 15

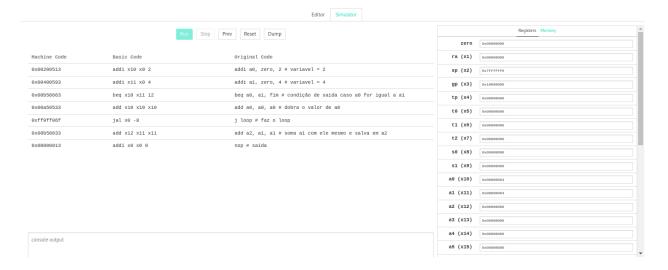
Editor

Simulator

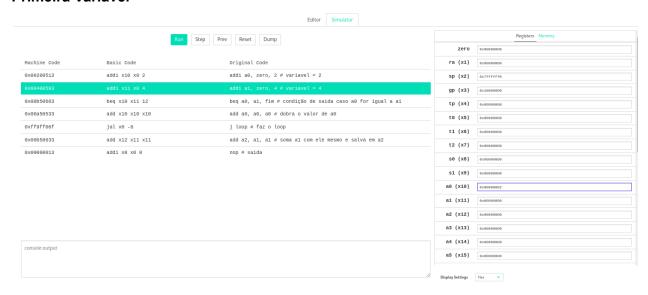
C)

Registradores gerais: a0, a1, a2. Registrador zero: zero.

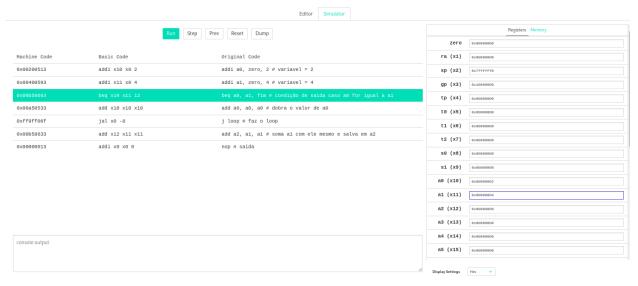
D) a0 = 4, a1 = 4, a2 = 8.



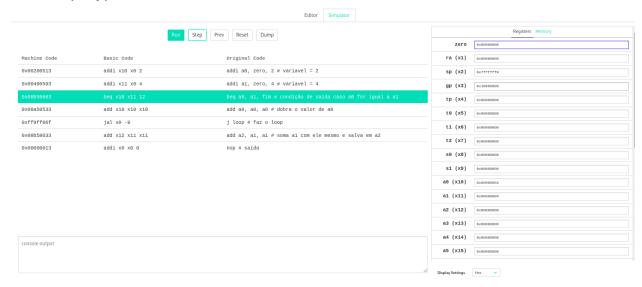
Primeira Variável



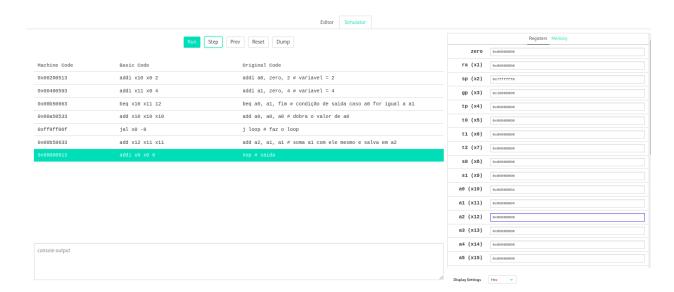
Segunda Variável



Iteração (loop):



Terceira variável:



Fim:

