

COMP1047 Lab Week 04

1. Work out the 2's complement representation for the following decimal numbers by hand.

(a) 45 (b) -130

Then, write a MIPS program to load the numbers above into registers \$s0 and \$s1 as unsigned numbers. You can place the values directly in the data memory segment and then use `lw` instruction to load them into registers. For example, the following program stores two integers $0000000A_{16}$ and 10000000_{16} in the data segment of the memory and then loads the first integer in \$s0 using `lw` instruction.

```
.data
int: .word 0x0000000A 0x10000000
.text
.globl main
main:
    la $t0, int          #load the base address
    lw $s0, 0($t0)        #load the first integer into $s0
```

Note that here we use assembler directive `.word`. You can find more assembler directives from the MIPS reference card. Now print out both numbers to the console using the `syscall` function. Check the output to see whether it is expected.

Solution

work out 45 as $0x2D$, and -130 as $0xF7E$. To obtain $0xF7E$, first get the binary value for 130, then negate, then add 1.

```
.data
int: .word 45 -130
    #.word 0x0000002D 0xFFFFFFFF
nl: .asciiz "\n"
.text
.globl main
main:
    la $t0, int          #load the base address
    lw $s0, 0($t0)        #load the first integer into $s0
    lw $s1, 4($t0)        #load the second integer into $s1

    move $a0, $s0         # move $s0 to $a0 for printing
    li $v0, 1
    syscall

    la $a0, nl            # print a new line
    li $v0, 4
    syscall
```

```

        move $a0, $s1      # move $s1 to $a0 for printing
        li $v0, 1
        syscall

        li $v0, 10 # exit
        syscall

```

2. Implement the following C functions using MIPS32 procedure.

```

int non_leaf (int g, int h, int i, int j){
    int f;
    f = leaf (g+h, i+j);
    return f;
}

int leaf (int m, int n){
    int f;
    f = m-n;
    return f;
}

```

Solution

```

.data
i1: .asciiz "Please input g: "
i2: .asciiz "Please input h: "
i3: .asciiz "Please input i: "
i4: .asciiz "Please input j: "
o1: .asciiz "non-leaf of (g,h,i,j) is : "

.text
.globl main

leaf:                                     # return f=m-n
    sub $v0, $a0, $a1
    jr $ra

nleaf:                                   # return f=g+h-i-j
    addi $sp, $sp, -4                    # allocate
    sw $ra, 0($sp)

    add $a0, $a0, $a1
    add $a1, $a2, $a3

    jal leaf

    # move $t0, $v0                      # if further calc

```

```

# .....
# move $v0, $t0

lw $ra, 0($sp)          # restore
addi $sp, $sp, 4

jr $ra

main:
    la $a0, i1
    li $v0, 4
    syscall

    li $v0, 5            # read g to $s0
    syscall
    move $s0, $v0

    la $a0, i2
    li $v0, 4
    syscall

    li $v0, 5            # read h to $s1
    syscall
    move $s1, $v0

    la $a0, i3
    li $v0, 4
    syscall

    li $v0, 5            # read i to $s2
    syscall
    move $s2, $v0

    la $a0, i4
    li $v0, 4
    syscall

    li $v0, 5            # read j to $s3
    syscall
    move $s3, $v0

    la $a0, o1           # print text o1
    li $v0, 4
    syscall

    move $a0, $s0
    move $a1, $s1
    move $a2, $s2
    move $a3, $s3

    jal nleaf

    move $a0, $v0        # print result
    li $v0, 1

```

```
syscall
```

```
li $v0, 10  
syscall
```

3. Write an MIPS program that reads a string from console and then print out the string in its reverse alphabetical order. For example, if the string from user is "Hello", then you should print out "olleH".

Hint: To read a string from user, you need to allocate a memory buffer (.data space) of appropriate sizes using `.space` directive. For example, the following statement requests 10-byte space of memory space with the starting address as `buffer`.

```
        .data  
buffer: .space 10
```

The following segment reads a string from console. At the end of the syscall, the string is stored in `buffer` in data segment.

```
la $a0, buffer    #buffer address to $a0  
li $a1, 10        #string length to $a1  
li $v0, 8         # read string  
syscall
```

Solution

```
        .data  
prompt1: .asciiz "Please type in a string no more than 99  
characters: "  
rs_string: .asciiz "The reverse order is: "  
buffer:   .space 100          # space to store the string, 1 extra  
byte to store null
```

```
        .text  
        .globl main  
main:  
    la $a0, prompt1    # prompt for string  
    li $v0, 4  
    syscall  
  
    la $a0, buffer      # string address to $a0  
    li $a1, 100         # string length to $a1  
    li $v0, 8           # read string  
    syscall  
  
    la $a0, rs_string   # The result =  
    li $v0, 4  
    syscall
```

```

        la $s0, buffer      #reverse the order of the string

loop:
    lb $t0, ($s0)
    addi $s0, $s0, 1
    bne $t0, $zero, loop    #continue until end of string is
reached
    addi $s0, $s0, -1      #set $s0 point to the end of the
string (null)

    la $s1, buffer
    addi $s1, $s1, -1      #set $s1 1 byte lower than buffer

loop2:
    addi $s0, $s0, -1      # go to previous char
    lb $a0, ($s0)          # load a char
    beq $s0, $s1, stop
    li $v0, 11              # print char
    syscall
    j loop2                #continue until reach the first char

stop:
    li $v0, 10
    syscall

```

4. For the above question, instead of printing out the reverse order of the string, please change the third character of the string to upper case (assuming it was typed in as lower case) and then print out the string. For example, if the input is "Hello", then change it to "HeLlo" before printing out. Note, you can only use **lw** and **sw** instructions for data transfer to/from the main memory.

Solution

```

        .data
prompt1: .asciiz "Please type in a string no more than 99
characters: "
rs_string: .asciiz "The updated string is: "
masks:    .word 0x00FF0000 0xFF00FFFF    #masks
buffer:    .space 100          # space to store the string, 1 extra
byte to store null

```

```

        .text
        .globl main
main:
    la $a0, prompt1      # prompt for string
    li $v0, 4
    syscall

    la $a0, buffer      # string address to $a0

```

```

    li $a1, 100          # string length to $a1
    li $v0, 8            # read string
    syscall

    la $a0, rs_string    # The updated string is
    li $v0, 4
    syscall

#Update the string
    la $t0, buffer
    lw $s0, ($t0)        # 4 letters in s0
    la $t1, masks
    lw $s1, ($t1)        # mask1 in s1
    lw $s2, 4($t1)       # mask2 in s2
    and $s3, $s0, $s1    # mask out bytes 1,2 4.
    srl $s3, $s3, 16     # get the third character of the
string
assumed)                # to upper case letters, (lower case
    addi $s3, $s3, -32
    sll $s3, $s3, 16     # shift UPPER case letter in 3rd byte
    and $s4, $s0, $s2    # mask out third letter
    or $s4, $s4, $s3     # new string in $s4

    la $a0, buffer
    sw $s4, ($a0)        #store back to memory
    li $v0, 4            #print out updated string
    syscall

    li $v0, 10
    syscall

```