COMP1047 Lab Week 05

1. Write a program in MIPS32 assembly language to read a number. The program should indicate if the number is odd or even.

```
.data
prompt: .asciiz "Please enter an integer: "
rs1_string: .asciiz "The input integer is odd. "
rs2_string: .asciiz "The input integer is even. "
  .text
  .globl main
main:
# Display the prompt
  la $a0, prompt
  li $v0, 4
  syscall
# Read input value and save it to s0
  li $v0, 5
  syscall
  move $s0, $v0
# Check if odd or even
  li $t0, 2
  div $t0, $s0, $t0
                   # Save remainder in $s1
  mfhi $s1
  beg $s1, $zero, else # Check if the remainder is 0
  la $a0, rs1_string # The result is odd, corresponding to a non-zero remai
  li $v0, 4
  syscall
  j exit
else:
  la $a0, rs2_string # The result is even, corresponding to a zero remainder.
  li $v0, 4
  syscall
# Exit
exit:
  li $v0, 10
  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;
}
```

```
.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 MIPS32 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.

```
#buffer address to $a0
la $a0, buffer
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
  #reverse the order of the string
  la $s0, buffer
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.

```
.data
prompt1: .asciiz "Please type in a string no more than 99 characters: "
rs_string: .asciiz "The updated string is: "
masks: .word 0x00FF0000 0xFF00FFF #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
  addi $s3, $s3, -32 # to upper case letters, (lower case assumed)
```

```
sll $s3, $s3, 16 # shift UPPER case letter in 3nd 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
```

5. Given two integer arrays A and B, in which each integer is represented in 32-bit two's complement format. Assume that A and B are defined as follows.

```
.data
A: .word 4 6 12 -8 5
B: .word 3 2 1 4 0
```

Update B[0] = 2*A[3] + B[4] and then print out all elements in B.

```
.data
rs_string: .asciiz "B[i]= \n"
nline:
       .asciiz "\n"
A:
       .word 4 6 12 -8 5
       .word 3 2 1 4 0
B:
  .text
  .globl main
main:
  la $a0, rs_string # The result =
  li $v0, 4
  syscall
  la $s0, A
  la $s1, B
  li $s2, 5
              # array length of B
  lw $t0, 12($s0) # $t0 = A[3]
  lw $t1, 16($s1) # $t1 = B[4]
  sll $t0, $t0, 1 # 2*A[3]
  add $t0, $t0, $t1 #B[0] = $t0
  sw $t0, ($s1)
loop:
  lw $a0, ($s1)
  li $v0, 1
  syscall
                # print integer
  la $a0, nline
```

li \$v0, 4 syscall #print new line

addi \$s2, \$s2, -1 addi \$s1, \$s1, 4 #next integer bne \$s2, \$zero, loop #continue until all elments are printed

li \$v0, 10 syscall