1. addi r5, r0, 1 r5 = 1
2. addi r6, r0, 2 r6 =2
3. addi r7, r0, 3 r7 = 3
4. jal r1, 24 r1 = 16 PC\_i = 24 jump\_to:addi r2, r2, -12
5. bge r7, r5, 44
6. addi r6, r6, 31
7. addi r2, r2, -12 r2=116
8. sw r5, 0(r2)
9. sw r6, 4(r2)
10. sw r7, 8(r2)
11. addi r5, r5, 3
12. addi r6, r6, 3
13. addi r7, r7, 3
14. blt r6, r7, -36 jump\_to bge r7, r5, 44
15. addi r5, r5, 31
16. lw r8, 0(r2)
17. lw r9, 4(r2)
18. lw r10, 8(r2)
19. addi r2, r2, 12

test2

addi r5, r0, 1

xori r6, r5, 6

jal r1, 16

jal r1, 32

add r7, r7, r6

addi r6, r6, -1

bge r6, r5, -8

jalr r0, r1, 0

addi r2, r2, -4

sw r7, 0(r2)

addi r2, r2, 4