

School of Computer Science Engineering and Technology

Course- BTech
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Course Name- Microprocessor & Computer
Architecture
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Lab Assignment -3 (Set-5)

CO-Mapping:

Exp No.	Name	CO1	CO2	CO3
3	MIPS Programming	✓	--	✓

The MIPS assembly language simply refers to the processor's assembly language. **Microprocessor without Interlocked Pipeline Stages (MIPS)** is an acronym for Microprocessor without Interlocked Pipeline Stages. It's a MIPS Technologies-developed reduced-instruction set architecture.

To begin, you first require an excellent Integrated Development Environment to compile and execute your MIPS assembly language code. **MARS (MIPS Assembler and Runtime Simulator)** will be used in this lab for this purpose.

Objective: You will learn how MARS MIPS works and will simulate some sample assembly programs. This will help you to learn assembly programming in depth.

MARS MIPS (<https://courses.missouristate.edu/KenVollmar/mars/>) is lightweight IDE for programming in MIPS assembly language.

It can be obtained from <https://courses.missouristate.edu/KenVollmar/mars/download.htm>.

Download and double click to open it (Tutorial is available in 'Help' tab).

Q1. Using MARS simulator, write a basic assembly language code for printing your name using the .asciiz' directive. (To learn more about all the directives, go to the Help tab).

Example: Let say your name is Praful Kumar, then **Praful Kumar** on output window.

Q2. Using MARS simulator, write an assembly language code that prompts a user to input a string, then reads that string into a register and prints it back to the console.

Example: enter string: This is the string
The entered string is: This is the string

Q3. Using MARS simulator, write an assembly language code that prompts a user to input floating point values for principal, time and rate and calculate Simple Interest. Print the result on console.

The output should be: Enter value of Principal: P
Enter Total Time: T

Enter Rate: R
The Simple Interest is $P \cdot T \cdot R / 100$.

Q4. Write an assembly language code that will take two number a and b ($a > b$) from the user, and display the quotient and remainder after dividing a by b.

Example: Input a is: 8
Input b is: 3
Quotient is: 2
Reminder is: 2

Q5 Take the values of b, c, d from user for the following equations and convert following set of arithmetic operations into assembly instructions.

Given code: $a = b * c - d$.
 $a = a + 10$.
 $e = a * 5$

Example: If value of b, c, d is taken as 5, 6, 7 in the program then after
1st Instruction: $a = 5 * 6 - 7 = 23$
2nd Instruction: $a = 23 + 10 = 33$
3rd Instruction: $e = 33 * 5 = 165$