SNUVM Assembly Programming III

Practice 1

- N 32-bit integers are consecutively stored at addresses starting at the address labeled “intArray”
  - N > 0 and N is stored at the address labeled “N”
- Write an assembly program that compute the average of them
  - Store the result at the address labeled “RESULT”
  - Throw away anything below the decimal point
- You should use only the instructions that we have learned in class

Practice 2

- A positive number is stored at the address labeled “X”
- Write an assembly program that checks if X is perfect square number or not
  - If X is a perfect square number, store 1 at the address labeled “RESULT” and if it is not, store 0
- You should use only the instructions that we have learned in class