```
.data
                   .align 0
                  .asciiz "strcat(string dest, string source)\n>input =
strcat dig:
string dest, string source\n> output = dest + source\n\n"
dest_dig:
source_dig:
result_txt:
.asciiz "Digite uma string para ser o dest do strcat: "
.asciiz "Digite uma string para ser o srce do strcat: "
.asciiz "O resultado foi: "
                  .align 2
source_size: .word 35 result_size:
                  .text
                  .globl main
main: # 0. Imprimindo as boas vindas:) ------
      la $a0, strcat_dig  # load strcat_dig
addi $v0, $zero, 4  # print code
syscall  # system, do it!
      # 1. Lendo a str1 ------
      move $80, $v0
      move $aU, $s0  # $a0 = &str1
lw $a1, dest_size  # $a1 = srt1size
li $v0, 8
      syscall
                                    # system, do it!
     # 2. Lendo a str2 ------
      la $a0, source_dig  # load source_dig
addi $v0, $zero, 4  # print code
      syscall
                                    # system, do it!
      lw $a0, source_size# sizeof memory to alloc
      addi $v0, $zero, 9 # alloc memory code
      syscall
                                   # system, do it!
      move $s1, $v0
                                   # $s1 = &str2
      move $51, $70  # $51 = &str2

move $a0, $s1  # $a0 = &str2

lw $a1, source_size  # $a1 = srt2size

li $70, 8  # read str code
                                    # system, do it!
      syscall
      # 3. Realizando a concatenacao das duas strings entradas -----
      # 4. Imprimindo o resultado na tela e encerrando o programa -----
      la $a0, result_txt  # load result_txt
addi $v0, $zero, 4  # print str code
      svscall
                                    # system, do it!
      move $aU, $s2  # load str_result addi $v0, $zero, 4  # print str code syscall  #
      syscall
```

```
addi $v0, $zero, 10 # exit code
     syscall
                                   # system, do it!
strcat:
     # 1. Montando a pilha
                                # adjust stack
# save &str1
# save &str2
     addi $sp, $sp, -12
           $s0, 8($sp)
           $s1, 4($sp)
$ra, 0($sp)
     SW
                                  # save return address
     SW
     # 2. Alocando a string resultado
     lw $a0, result_size # sizeof memory to alloc
     addi $v0, $zero, 9
                                  # alloc memory code
     syscall
                                  # system, do it!
     move $a2, $v0
                                  # $a2 = &str result
     # 2. Encontrando o final da str1
     move $a0, $s0 # $a0 = &str1
     move $a1, $a2
                                  # $a1 = &str result
find end:
     bne $t0, $zero, find end # loop while str1[i] != \sqrt[1]{0'}
     addi $a1, $a1, -2
                                   # ajusting end of the string
     # 3. Realizando a concatenação
                                   # $a0 = &str2
     move $a0, $s1
loop:
     lb $t0, 0($a0)  # $t0 = str2[i]
sb $t0, 0($a1)  # str_result[j] = str2[i]
addi $a0, $a0, 1  # incrementa endereco str2
addi $a1, $a1, 1  # incrementa endereco str_result
bne $t0, $zero, loop  # loop while str2[i] != '\0'
     addi $a1, $a1, -2 # ajusting end of the string
      # 4. Adicionando um '\0' na string resultado
     addi $a0, $a0, -2  # ajusting end of the result string sh $zero 0($a0)  # result string[final] = \\0'
     sb $zero, 0($a0)
                                   # resultstring[final] = '\0'
     move $v0, $a1
                                  # $v0 = &resultstring
      # 5. Encerrando a funcao
          $s0, 8($sp)  # load str1
$s1, 4($sp)  # load str2
$ra, 0($sp)  # load return address
     lw
           $s1, 4($sp)
$ra, 0($sp)
     lw
     addi $sp, $sp, 12
                                  # readjust stack
     jr $ra
                                  # return to function call
```