

EXERCICIO 5 - IMPLEMENTAÇÃO STRCPY

```
.data
.align 0
str_welcome: .asciiiz ">:: Implementacao da funcao strcpy ::\n>
char *strcpy(char *dest, const char *src) <\n\n"
str_input: .asciiiz " Entre com a string src (fonte) para a funcao:
"
str_result: .asciiiz "\n Resultado da copia: "

.align 2
source_sz: .word 40
destiny_sz: .word 100

.text

.globl main
main:
# 1. Imprimindo as boas vindas :) -----
la $a0, str_welcome # load str_welcome
li $v0, 4 # print str code
syscall # system, do it!

# 2. Alocando espaco para a string fonte e para a string destino --
lw $a0, source_sz # load source string size
li $v0, 9 # alloc memory code
syscall # system, do it!
move $s0, $v0 # $s0 = &str_src

lw $a0, destiny_sz # load destiny string size
li $v0, 9 # alloc memory code
syscall # system, do it!
move $s1, $v0 # $s1 = &str_dest

# 3. Lendo a string src -----
la $a0, str_input # load str_input
li $v0, 4 # print str code
syscall # system, do it!

move $a0, $s0 # $a0 = &str_src
lw $a1, source_sz # $a1 = str source size
li $v0, 8 # read string code
syscall

# 4. Realizando a copia -----
move $a0, $s0 # $a0 = &str_src
move $a1, $s1 # $a1 = &str_dest
jal strcpy # do strcpy
move $s1, $v0 # $s1 = result string

# 5. Imprimindo na tela o resultado -----
la $a0, str_result # load str_result
li $v0, 4 # print str code
syscall # system, do it!

move $a0, $s1 # load result
li $v0, 4 # print str code
syscall # system, do it!
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# 6. Encerrando o programa
li    $v0, 10          # exit code
syscall                # system, do it!

#::::::::::::::::: STRCPY :::::::::::::::::::
strcpy:
# 1. Ajustando a pilha para a funcao
add   $sp, $sp, -12    # stack build
sw    $a0, 8($sp)      # save &str_src in the stack
sw    $a1, 4($sp)      # save &str_dest in the stack
sw    $ra, 0($sp)      # save return address in the stack

# 2. Copiando a string src
lw    $t7, source_sz   # $t7 = source_sz
add   $t7, $t7, $a0     # $t7 = &str_src + str_src_sz

cpy_loop:
lb    $t0, 0($a0)       # $t0 = str_src[i]
sb    $t0, 0($a1)       # str_dest[i] = $t0

add   $a0, $a0, 1       # $a0 += 1
add   $a1, $a1, 1       # $a1 += 1
bne   $a0, $t7, cpy_loop # if $a0 != source_sz goto cpy_loop

lw    $v0, 4($sp)

# 3. Reajustando a pilha para retornar para a chamada da funcao
lw    $a0, 8($sp)       # load &str_src in the stack
lw    $a1, 4($sp)       # load &str_dest in the stack
lw    $ra, 0($sp)       # load return address in the stack
add   $sp, $sp, -12     # stack free

jr    $ra               # return to call_func address

```