

CS 224

Section No: 02
Fall 2019

Lab No: 1

İrem Seven
21704269

Part 1: Input an Array

```
.data
array: .word 20
invalidtext: .asciiz "size should be less than 20"
prompt: .asciiz "Enter size: "
getNum:      .asciiz "enter number: "
space: .asciiz " "
newLine: .asciiz "\n"
.text
    .globl __start

__start: #this program creates array of integers, make it reverse
    la $a0,prompt
    li $v0,4
    syscall

    li $v0, 5      #get input size
    syscall
    add $t1,$v0,$zero #t1 is size of array
    addi $t3,$zero,20 #array will be max 20
    bgt $t1,$t3,invalid
    mul $t0,$t1,4 #multiply size by 4 since mips is byte addressable
    sub $t0,$zero,$t0 #sub since will be allocate space
    add $sp,$sp,$t0 #allocate space stack with specified size
    addi $t2,$t2,0 #index
    add $t4,$sp,$zero #array address in t4
loop:
    beq $t2,$t1,done #t2 index t1 size
    la $a0,getNum
    li $v0,4
    syscall
    li $v0,5
    syscall
    add $t3,$v0,$zero
    sw $t3,0($t4)
    la $a0,newLine
    li $v0,4
    syscall
    addi $t4,$t4,4
    addi $t2,$t2,1
    j loop

done:

    add $a1,$sp,$zero #array address in a1
    addi $a2,$zero,0 #i
    jal print
    addi $t4,$t4,-4
    addi $t7,$zero,0 #index
reverse: #put array elements reversely
    beq $t7,$t1,out #t2 i t1 size
    mul $s2,$t7,4
    lw $t8,0($t4)
    sw $t8,array($s2)
    addi $t4,$t4,-4 #decrement address
```

```
    addi $t7,$t7,1  #increment index
    j reverse
```

out:

```
    addi $t9,$zero,0 #index
    addi $s3,$zero,0
    addi $t4,$sp,0
goback: #puts elements back to the original array
        beq $t9,$t1,out1 #t2 i t1 size
        mul  $s3,$t9,4
        lw  $t8,array($s3)
        sw  $t8,0($t4)
        addi $t4,$t4,4
        addi $s3,$s3,4
        addi $t9,$t9,1
        j goback
```

out1:

```
    la $a0,newLine
    li $v0,4
    syscall
    add $a1,$sp,$zero #array address in a1
    addi $a2,$zero,0  #a2 is index for print function
    jal print
    j out3
```

invalid:

```
    la $a0, invalidtext
    li $v0,4
    syscall
```

out3:

```
    li $v0,10 #system out
    syscall
```

print:

```
    beq $a2,$t1,exit #t1 is size of array size
    lw  $t5,0($a1)
    add $a0,$t5,$zero
    li $v0,1
    syscall
    la $a0,space
    li $v0,4
    syscall
    addi $a1,$a1,4 #incement address by 4 bytes
    addi $a2,$a2,1
    j print
```

exit: #exit when done with printing

```
jr $ra
```

Part 2: Palindrome

```
.data
invalidless: .asciiz "size should be more than 0"
invalidmore: .asciiz "size should be max 20"
prompt: .asciiz "Enter size: "
getNum: .asciiz "enter number: "
space: .asciiz " "
newLine: .asciiz "\n"
isPalindrome: .asciiz "It is a Palindrome"
notPalindrome: .asciiz "It is not a Palindrome"
.text

    .globl __start

__start:
    la $a0,prompt
    li $v0,4
    syscall

    li $v0, 5
    syscall
    add $s0,$v0,$zero #s0 : size of array

    addi $t0,$zero,20 #invalid if more than 20 elements
    bgt $s0,$t0,invalid1
    addi $t0,$zero,1 #invalid if less than 1 element
    blt $s0,$t0,invalid2

    mul $s1,$s0,4    # 4 bytes
    sub $s1,$zero,$s1 # allocating space from stack as size number
    add $sp,$sp,$s1   # allocating space
    addi $t0,$zero,0  #t0:index
    add $t1,$sp,$zero #array address in t1
loop:
    beq $t0,$s0,done #t2 i t1 size
    la $a0,getNum    #print to get number
    li $v0,4
    syscall
    li $v0,5          #get element from user
    syscall
    sw $v0,0($t1) #store element into array
    la $a0,newLine
    li $v0,4
    syscall
    addi $t1,$t1,4 #increment by 4 adress of sp
    addi $t0,$t0,1 #increment index
    j loop
done:

    #t1 currently holds the address of the last element in array
    add $a1,$sp,$zero #array address in a1 now its zero to print
    addi $a2,$zero,0  #a2:index

    jal print
    la $a0,newLine
    li $v0,4
    syscall
```

```

addi $t3,$zero,1
beq $s0,$t3,palindrome
addi $t1,$t1,-4
addi $t0,$zero,0 #to:index
addi $t0,$sp,0    #t0 holds index from beginning
addi $t2,$t1,0    #t2 holds index from last
addi $t3,$zero,2
div $s0,$t3 #s0 is size of array
mfhi $t4
beq $t4,$zero,even

```

```

#t5 is counter for terminate palindrome loop
divu $t5,$s0,$t3
addi $t5,$t5,-1
j else
even:
divu $t5,$s0,$t3
else:

```

```

#stop loop when t5 = 0
palindromeloop:
    lw $s2,0($t0) #s2 holds number from begining
    lw $s3,0($t2) #s3 holds number from last
    bne $s2,$s3,notpalindrome
    addi $t0,$t0,4
    addi $t2,$t2,-4
    beq $t5,$zero,palindrome
    addi $t5,$t5,-1 #decrement the counter
    j palindromeloop

```

```

palindrome:
    la $a0,isPalindrome
    li $v0,4
    syscall
j else2
notpalindrome:
    la $a0,notPalindrome
    li $v0,4
    syscall
else2:

```

```

j eror1 #if user enters more than 20 elements
invalid1:
    la $a0, invalidmore
    li $v0,4
    syscall

```

```

eror1:
j eror2 #if user enters less than 1 elements
invalid2:
    la $a0, invalidless
    li $v0,4
    syscall

```

```

eror2:
    li $v0,10      #terminate program
    syscall

```

```
print:
    beq $a2,$s0,exit #t2 i t1 size
    lw $t9,0($a1)
    add $a0,$t9,$zero
    li $v0,1
    syscall
    la $a0,space
    li $v0,4
    syscall
    addi $a1,$a1,4
    addi $a2,$a2,1
    j print

exit:

jr $ra
```

Part 3: Division Without Division Instruction

```
.data
text1: .asciiz "Enter divided: "
text2: .asciiz "Enter divisor: "
text3: .asciiz "quotient: "
text4: .asciiz "remainder: "
newLine: .asciiz "\n"
.text
        .globl __start
__start:
    la $a0,text1
    li $v0,4
    syscall

    li $v0,5
    syscall
    add $s0,$v0,$zero

    la $a0,text2
    li $v0,4
    syscall

    li $v0,5
    syscall
    add $s1,$v0,$zero
    addi $t0,$zero,0 #t0 is counter = quotient
    #subtract divisor from dividend till dividend becomes smaller

divide:
    blt $s0,$s1,done
    sub $s0,$s0,$s1
    addi $t0,$t0,1
    j divide
done:
    la $a0,text3 #quotient
    li $v0,4
    syscall
    addi $a0,$t0,0
    li $v0,1
    syscall
    la $a0,newLine
    li $v0,4
    syscall
    la $a0,text4 #remainder
    li $v0,4
    syscall
    addi $a0,$s0,0
    li $v0,1
    syscall

    li $v0,10 #terminate program
    syscall
```

Part 4: Object Code Generation

Mips Assembly Code:

```
add    $t0, $t1, $t2
addi   $s0, $s3, 15
mult   $a0, $a1
sw     $t1, 8($t2)
lw     $t2, 8($t1)
```

Object Code in Binary:

```
0000 0001 0010 1010 0100 0000 0010 0000
0010 0010 0111 0000 0000 0000 0000 1111
0000 0000 1000 0101 0000 0000 0001 1000
1010 1101 0100 1001 0000 0000 0000 1000
1000 1101 0010 1010 0000 0000 0000 1000
```

Object Code in Hexadecimal:

```
0x012a4020
0x2270000f
0x00850018
0xad490008
0x8d2a0008
```


Part 5: Define Terms

a.Symbolic Machine Instruction: Instructions which are converted into machine code by assembler.

Ex:

```
addi $t0,$t1,100
beq $s0,$s1,label
```

b.Machine Instructions: Instructions which are consisted of hexadecimal or binary values. It can be directly interpreted by the computer.

Ex:

```
0x21100005   equivalent to: addi $s0, $t0, 5
0x02288022           sub  $s0, $s1, $t0
```

c.Assembler Directive: Assembler directives are the instructions which directs the assembler to execute something within the computer.

Ex:

```
.data
.text
```

d.Pseudo Instruction: Pseudo instructions cannot be converted to machine code directly by assembler. Assembler first converts them into symbolic code after that, it converts into machine code.

Ex:

bge \$t1,-50,label	in symbolic code:	slti \$1, \$9, -50
label:		beq \$1, \$0, 0
divu \$s0,\$s1,\$t0		bne \$8, \$0, 1
		break
		divu \$17, \$8
		mflo \$16