DHA Suffa University Department of Computer Science Computer Organization & Assembly Language Fall 2017

Lab # 02(Strings & Integers)

Objective:

To print integers/ strings and taking integer as an input from the user in MIPS.

Assembly code for printing a string:

```
.data
msg1: .asciiz "Hello World"
.text
.globl main
main:
# to print a string
la $a0, msg1  # load the address referred by msg1 in the register a0
li $v0, 4  # v0 should 4 for printing string
syscall
```

Assembly code for taking integer as an input:

```
.text
.globl main
main:
# to take input an Integer
li $v0, 5  # $v0 should be loaded with value 5 for taking an integer as input
syscall
move $t0, $v0  # As user provides the integer as an input then it is stored in $v0 by default
```

LAB TASK

LAB ASSIGNMENT<03>

```
() Write the MIPS code for the following C code:
 void main() {
  int length, width, area;
  printf("\nEnter the width of rectangle: ");
  scanf("%d", &width);
  printf("\nEnter the length of rectangle: ");
  scanf("%d", &length);
  area = length * width;
  printf("\nArea of Rectangle : %d ", area);
}
(3) Write the MIPS code for the following C code:
void main()
 int x, y, z, a1, b1, c1;
 printf("\nEnter the value of x : ");
 scanf("%d ", &x);
 printf("\nEnter the value of y : ");
 scanf("%d ", &y);
 printf("\nEnter the value of z : ");
 scanf("%d", &z);
 a1 = x * y + z;
 b1 = x + y * z;
 c1 = x*y-z;
 printf("\nValue of a1 = \%d",a1);
 printf("\nValue of b1 = %d",b1);
 printf("\nValue of c1 = %d",c1);
}
```