Problema 2



	Registers	Memory		
Address	+0	+1	+2	+3
0x0000018	00	00	0.0	00
0x0000014	0.0	00	0.0	0.0
0x00000010	83	a5	02	0.0
0x000000c	23	a0	62	0.0
0×00000008	13	03	e0	ff
0x0000004	93	82	c2	0.0
0x00000000	b7	02	0.0	10
Jump to choose	v Up	Down		



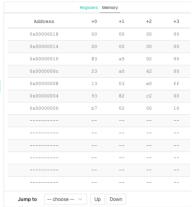
	Registers	Memory		
Address	+0	+1	+2	+3
0x00000018	0.0	00	00	0.0
0x00000014	0.0	00	0.0	0.0
0x00000010	83	a5	02	0.0
0x0000000c	23	a0	62	0.0
0×00000008	13	0.3	e0	ff
0x00000004	93	82	c2	0.0
0x0000000	b7	02	0.0	10
Jump to choose				

	Run	Step Prev Reset Dump
Machine Code	Basic Code	Original Code
0x100002b7	lui x5 65536	li t0, 0x1000000C
0x00c28293	addi x5 x5 12	li t0, 0x1000000C
0xffe00313	addi x6 x0 -2	li ti, -2
0x0062a023	sw x6 0(x5)	sw t1, 0(t0)
0x0002a583	lw x11 0(x5)	lw a1, 0(t0)

	Re	gisters Me	mory		
Addres	s	+0	+1	+2	+3
0x00000	018	00	00	0.0	0.0
0×00000	014	0.0	00	0.0	0.0
0x00000	110	83	a5	02	0.0
0x00000	10c	23	a0	62	0.0
0x00000	108	13	0.3	e0	ff
0x00000	104	93	82	c2	0.0
0x00000	100	b7	02	0.0	10
Jump to	choose v	Up	Down		

console output





console output		
		Run Step Prev Reset Dump
Machine Code	Basic Code	Original Code
0x100002b7	lui x5 65536	li t0, 0x1000000C
0x00c28293	addi x5 x5 12	li t0, 0x1000000C
0xffe00313	addi x6 x0 -2	li t1, -2
0x0062a023	sw x6 0(x5)	sw t1, 0(t0)
0x0002a583	lw x11 0(x5)	lw al, 0(t0)

	Registers	Memory		
Address	+0	+1	+2	+3
0x10000024	00	00	00	0.0
0x10000020	0.0	00	0.0	0.0
0x1000001c	00	00	00	0.0
0x10000018	0.0	0.0	0.0	0.0
0x10000014	0.0	00	0.0	0.0
0x10000010	0.0	00	00	0.0
0x1000000c	fe	ff	ff	ff
0x10000008	0.0	00	00	0.0
0x10000004	0.0	00	00	0.0
0x10000000	00	00	00	0.0
0x0ffffffc	0.0	00	00	0.0
0x0ffffff8	0.0	00	0.0	0.0
0x0ffffff4	0.0	00	00	0.0
Jump to choose	- v Us	Down		

console output

Registers Memory							
Address	+0	+1	+2	+3			
0x10000024	0	0	0	0			
0x10000020	0	0	0	0			
0x1000001c	0	0	0	0			
0x10000018	0	0	0	0			
0x10000014	0	0	0	0			
0x10000010	0	0	0	0			
0x1000000c	-2	-1	-1	-1			
0x10000008	0	0	0	0			
0x1000004	0	0	0	0			
0x10000000	0	0	0	0			
0x0ffffffc	0	0	0	0			
0x0ffffff8	0	0	0	0			
0x0ffffff4	0	0	0	0			
Jump to choose V Up Down							