

(P3) Register \$t0 contains the value as 0x00101000

```
Slt $t2, $0, $t0  
bne $t2, $0, ELSE  
J Done  
ELSE: addi $t2, $t2, 2  
Done:
```

Slt Compares the values in the registers and then sets the value to 1 if the value in the first register is less than the second value, or else it sets the value to 0, since 0 is less than \$t0 (0x00101000), 1 is set into \$t2

\$t2 contains the value of 1. Since 1 is not equal to 0, Else the instruction is executed

Adds the value 2 to the value \$t2 (1) and stores it to \$t2

Adding \$t2 and 2

	0000	0000	0000	0000	0000	0000	0000	0001
+	0000	0000	0000	0000	0000	0000	0000	0010
<hr/>								
	0000	0000	0000	0000	0000	0000	0000	0011

After executing of instructions in binary

The value of \$t2 after the instructions is 3