

## In-Class Exercise 3

Submit your work to moodle before the deadline.

1. Implement a procedure **reverse** in MIPS assembly language that, given a string  $S$  and its length, reverses  $S$ .

Your program should prompt user to input a string  $S$  and print reversed  $S$  out. For example, if  $S = \text{"Hello"}$ , then after calling your procedure  $S$  becomes  $\text{"olleH"}$ , and this reversed  $S$  should be printed out. *Your program should continue prompting until the user inputs "-", i.e., until  $S = \text{"-"}$*

Your procedure must follow the MIPS procedure call conventions. The signature of this procedure in Java would look like this:

```
void reverse(String str, int length).
```