Text Segment

0x00400000 0x3c011001 lui $1,0x00001001 14 la $t0, array # o registrador $t0 cont�m o endere�o do vetor

0x00400004 0x34280000 ori $8,$1,0x00000000

0x00400008 0x3c011001 lui $1,0x00001001 15 la $t1, size # obt�m o endere�o da posi��o da mem�ria de dados onde se guarda

0x0040000c 0x3429002c ori $9,$1,0x0000002c

0x00400010 0x00000000 nop 16 nop

0x00400014 0x00000000 nop 17 nop

0x00400018 0x00000000 nop 18 nop # o tamanho do vetor

0x0040001c 0x8d290000 lw $9,0x00000000($9) 19 lw $t1, 0($t1) # o registrador $t1 cont�m o tamanho do vetor

0x00400020 0x3c011001 lui $1,0x00001001 20 la $t2, const # obt�m o endere�o da constante const

0x00400024 0x342a0030 ori $10,$1,0x00000030

0x00400028 0x00000000 nop 21 nop

0x0040002c 0x00000000 nop 22 nop

0x00400030 0x00000000 nop 23 nop

0x00400034 0x8d4a0000 lw $10,0x00000000($10)24 lw $t2, 0($t2) # o registrador $t2 cont�m a constante a somar

0x00400038 0x1920000c blez $9,0x0000000c 25 loop: blez $t1, end # se o tamanho chega a 0, fim do processamento

0x0040003c 0x8d0b0000 lw $11,0x00000000($8) 26 lw $t3, 0($t0) # obt�m um elemento do vetor

0x00400040 0x00000000 nop 27 nop

0x00400044 0x00000000 nop 28 nop

0x00400048 0x00000000 nop 29 nop

0x0040004c 0x016a5821 addu $11,$11,$10 30 addu $t3, $t3, $t2 # soma a constante

0x00400050 0x00000000 nop 31 nop

0x00400054 0x00000000 nop 32 nop

0x00400058 0x00000000 nop 33 nop

0x0040005c 0xad0b0000 sw $11,0x00000000($8) 34 sw $t3, 0($t0) # atualiza o vetor

0x00400060 0x25080004 addiu $8,$8,0x0000000435 addiu $t0, $t0 ,4 # atualiza o apontador do vetor

0x00400064 0x2529ffff addiu $9,$9,0xffffffff37 addiu $t1,$t1,-1 # decrementa o contador de tamanho do vetor

0x00400068 0x0810000e j 0x00400038 38 j loop # continua a execu��o

0x0040006c 0x03e00008 jr $31 40 end: jr $ra # Agora volta para o programa monitor

Data Segment

0x10010000 0x00000112 0x000001ff 0x00000103 0x00000114 0x00000978 0x00000131 0x00000162 0x00000110

0x10010020 0x00000105 0x00000116 0x00000120 0x0000000b 0x00000100 0x00000000 0x00000000 0x00000000