```
# kody Gentry, CS 2318-002, Assignment 2 Part 1 Program C
.data
                    .word 8, 1, 3, 2
intArray:
initialCons:
                    .asciiz "Initial Conditions for the array: "
resultCons:
                    .asciiz "Conditions after changing the array: "
.text
                    .globl main
main:
                   #Load array into $t0
                   la $t0, intArray
                   #Load data to print
                   lw $t1, 0($t0)
                   lw $t2, 4($t0)
                   lw $t3, 8($t0)
                    lw $t4, 12($t0)
                   #print array
                   li $v0, 4
                   la $a0, initialCons
                   syscall
                   li $v0, 1
                   move $a0, $t1
                   syscall
                   move $a0, $t2
                   syscall
                   move $a0, $t3
                   syscall
                   move $a0, $t4
                   syscall
                   #print a new line
                   li $v0, 11
                   li $a0, '\n'
                   syscall
                   #swap 8 and 2
                   lw $t1, 0($t0)
                   lw $t2, 12($t0)
                   sw $t1, 12($t0)
                   sw $t2, 0($t0)
                   #Reload array into $t0
                   la $t0, intArray
```

#swap 3 and 1

lw \$t1, 4(\$t0)

lw \$t2, 8(\$t0)

sw \$t1, 8(\$t0)

sw \$t2, 4(\$t0)

#Reload array into \$t0
la \$t0, intArray

#Load data to print

lw \$t1, 0(\$t0)

lw \$t2, 4(\$t0)

lw \$t3, 8(\$t0)

lw \$t4, 12(\$t0)

#print array

li \$v0, 4

la \$a0, resultCons

syscall

li \$v0, 1

move \$a0, \$t4

syscall

move \$a0, \$t3

syscall

move \$a0, \$t2

syscall

move \$a0, \$t1

syscall

exit

li \$v0, 10

syscall