Dr. Sheel Sindhu Manohar

CSD 211: Computer Organization and Architecture TAs: Aaradhy Sharma & Raj Rajeshwar Singh Bisen

## Worksheet 1

## Instructions-

- 1) Use only MARS simulator for MIPS32 programming in the lab.
- 2) Programs given for Brainstorming can be submitted later, but other programs you need to code in the lab only.
- 3) Save your programs in a separate folder with .asm extension and delete it from the system after making final submission and before leaving the lab.
- 4) Show the working programs to the TAs available before submitting your word file at blackboard.
- 5) Any doubts should be clarified with the Tas available in labs

## **Ouestions:**

- 1. Write a MIPS assembly language program to print "Hello world".
- 2. Create a MIPS program that swaps the values of two registers, \$s0 and \$s1, without using a third register.
- 3. Write a MIPS assembly program that stores two integers in registers \$t0 and \$t1, and then stores the result of their addition in \$t2 and subtraction in \$t3.
- 4. Write a MIPS assembly program that checks if the number stored in register \$t0 is positive, negative, or zero. Store 1 in register \$t1 if it's positive, -1 if it's negative, and 0 if it's zero.
- 5. Create a MIPS program that determines if a number stored in \$t0 is even or odd. Set \$t1 to 1 if the number is even, and 0 if it's odd.
- 6. Write a MIPS assembly program that loads the value 25 into register \$t0, stores it in memory, and then loads it back into register \$t1

## **Brainstorming Question (HOTS)**

- 1. Write a program to check if the year entered by user as input is a leap year or not.
- 2. (optional) Write a MIPS assembly program that reverses your roll number stored across two registers, \$t0 and \$t1. For example, if your roll number is 2210110100, consider the first 8 digits i.e. 22101101, the program should reverse the digits and store 10110122.

NOTE: Write comments to describe each instruction of the above given program. In case any data is missing in the question, kindly take necessary assumptions and write in your README file.