

TRƯỜNG ĐẠI HỌC BÁCH KHOA HÀ NỘI
BÁO CÁO MÔN HỌC
Tên học phần : Thực hành Kiến trúc máy tính IT3280
Học kỳ 20212 năm học 2021-2022

ĐỀ BÀI

Midterm

Bài làm

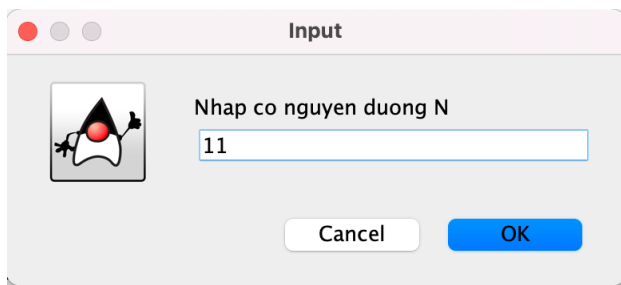
Topic A:

Assignment 5:

Code:

```
.data
A:      .space 100
Message1:      .asciiz "Nhap co nguyen duong N"
Message2:      .asciiz "Tong cac chu so la so le la: "
Message3:      .asciiz "Tong cac chu so la so chan la: "
.text
main:
    la $s0, A #Create array A
    li $t0, 0 #Number first
    li $t1 1 #Number second
    li $s2, 1 #count Number of array A
    li $v0, 51
    la $a0, Message1 #Enter so nguyen N
    syscall
    add $s1, $zero, $a0 #N
    syscall
```

Kết quả:



Topic B:

Assignment 9:

Code:

```
.data
    Message1:    .asciiz "So phan tu cua mang: "
    Error:       .asciiz "phan tu phai lon hon 0\n"
    Message2:    .asciiz "phan tu thu "
    Message3:    .asciiz " la:"
    Message4:    .asciiz "Phan tu chan nho nhat lon hon tat ca cac so le trong mang la: "
    Message5:    .asciiz " Mang khong co phan tu le"space:
    .asciiz "\t"
    arr:         .word 0:100

.text
main:
# Nhap So Luong Phan Tu
    la $a0,msg_input
    li $v0,4
    syscall

# Chuyen qua thanh ghi $t0
    li $v0,5
    syscall
    move $t0,$v0

# Nhap cac phan tu cua mang
```

```

        li $v0,4
        la $a0,msg_input2
        syscall
        li $t1,0
        la $t2,arr
lap:
        li $v0,5
        syscall
        sw $v0,($t2)
        addi $t1,$t1,1
        addi $t2,$t2,4
        blt $t1,$t0,lap
# xu ly
        li $t1,0
        la $t2,arr
xuly:
        lw $t4,($t2)
        ble $t4,$t3,tiap
# input on display
        li $v0,1
        move $a0,$t4
        syscall
# Khoang Trang
        li $v0,4
        la $a0,space
        syscall
tiap:
        addi $t1,$t1,1
        addi $t2,$t2,4
        blt $t1,$t0,xuly

```

```

        li $v0,10
        syscall
/////
Nhap_so_phan_tu:
        li $v0,4
        la $a0,mess1          # print string
        syscall

        li $v0,5              # read integer
        syscall

        add $t5,$t5,$v0       # luu so phan tu cua mang vào $t5 (n phan tu)
        slt $t9,$t5,$zero      # kiem tra n < 0 th' lenh duoi se nhay den nhan loi ($t5<0 thi $t9=1)
        bne $t9,$zero,loi      # $t9 = 0, khong co loi
        j ketthuc

loi:
        li $v0,4
        la $a0,error          #in chuoi
        syscall

        j Nhap_so_phan_tu     #nhap lai

ketthuc:
        li $t1,0              # i = 0
nhap_mang:
        beq $t1,$t5,end_nhapmang # i = n thi ket thuc vong lap

        li $v0,4
        la $a0,mess2          #in chuoi

```

syscall

li \$v0,1

add \$a0,\$t1,\$zero # in i

syscall

li \$v0,4

la \$a0,mess3 #in chuoi

syscall

li \$v0,5 # nhan 1 so nguyen nhap tu ban phim

syscall

sll \$t2,\$t1,2 # dich trai i sang 2 bit ($t1 * 4 = t2$)

sw \$v0,A(\$t2) # luu gia tri so vua nhap vao A[i]

addi \$t1,\$t1,1 # i++

j nhap_mang

end_nhapmang:

li \$t9,0 #sum

li \$t1,0 # i=0

la \$a0,A #load dia chi mang A (A[0])

li \$t8,3

khaibao:

li \$s0, 10000000 #max

add \$s2, \$s0, 0 # min = max

li \$t1, 0 # i=0

li \$s3, 2

```

        j loop
loop_up:
        addi $t1,$t1,1          ////////// (////////Em đang làm dở////////)

```

Nhập mảng:

Nhap so phan tu cua mang: 8

Nhap phan tu: 11

2

3

9

12

8

3

4

11 2 3 9 12 8 3 4

-- program is finished running --

Topic C:

Assignment 3:

Code:

```

.data
inputString:    .space 100 # Buffer 100 byte chua chuoi ki tu can
.text
        li $v0, 8
        la $a0, inputString # save address of inputString
        li $a1, 100
        syscall

        li $v0,4
        li $t0,0
loop:
        lb $t1, inputString($t0)
        beq $t1, 0,exit

```

```

        bgt $t1, 'a', toupcase
        blt $t1, 'Z', tolowcase

toupper:
        sub $t1, $t1, 32
        sb $t1, inputString($t0)
        addi $t0, $t0, 1
        j loop

tolower:
        add $t1, $t1, 32
        sb $t1, inputString($t0)
        addi $t0, $t0, 1
        j loop

exit:
        li $v0, 4
        la $a0, inputString
        syscall

        li $v0, 10          # exit program
        syscall

```

Kết quả:

```

tRaNhoAnG
TrAnH0aNg*
-- program is finished running --

```

