3.20B Lab Assignment 2 Part 2

**Videos**

These videos give a brief overview of how to use certain features of MARS when programming.  Please examine these videos before performing the programming for this lab assignment.

MARS Video 1

NOTE: In this first video, the assembly language program fibonnaci.asm existed before the presenter started using MARS

Start at Video's Start 0:00 End at Video's End 3:59

[**https://www.youtube.com/watch?v=oMI2H8PFukk**](https://www.youtube.com/watch?v=oMI2H8PFukk)

MARS Video 2

Start at Video's Start 0:00 End at Video's End 5:34

[**https://www.youtube.com/watch?v=22xEtqRivxg**](https://www.youtube.com/watch?v=22xEtqRivxg)

MARS Video 3

Start at Video's Start 0:00 End at 2:36

**https://www.youtube.com/watch?v=wDmmRxpMf5E**

**Program**

Write a program that finds the sum of the following integer values:  2, 3, 5, 7, 11, 13, 17, 19, 23, 29  
Each integer value should be stored in its own label.  You may use any name you wish for the label of each integer.  
Calculate the sum by accessing each of the labels, adding the integer value of each label, and storing the sum of the integers in the register $t0.

[**Use The MIPS Technical Document To See The MIPS Assembly Language instructions**](https://ccsf.instructure.com/courses/47907/files/7405493?wrap=1)[**Download Use The MIPS Technical Document To See The MIPS Assembly Language instructions**](https://ccsf.instructure.com/courses/47907/files/7405493/download?download_frd=1)**. You may wish to download the document and refer to it as you are writing the program.**

Write comments in your program that state your name, the programming logic, and any assembly language instruction line level details you feel you'd like to explain how you are using the assembly language instructions to perform the calculation of the sum.

Note:  This program does not require any output.  The program is only to add the sum of the integer values and store the sum in the register $t0.

*This program is to be saved in its own file, with a .asm or a .s file extension.  You may only use a .asm or .s file extension (MIPS assembly language programs are named using these files extensions).  Once your program is working correctly, submit the program file to this assignment to receive a grade for your program.*