Computer Architecture

Practical session - Week 5 Spring Semester 2021

Notes:

- The main purpose of this week is to continually practice accessing files
- Students are requested to submit the MIPS programs no later than May 05, 2021

Question 1. Following are instructions used to access a file (open/close/read/write)

```
# Sample MIPS program that writes to a new file.
 by Kenneth Vollmar and Pete Sanderson
.data
fout: .asciiz "testout.txt" # filename for output
msq1: .asciiz "Before read: "
msg2: .asciiz "After read: "
buffer_write: .asciiz "The quick brown fox jumps over the lazy dog.\n"
buffer_read: .asciiz "-----\n"
.text
# Open (for writing) a file that does not exist
   $v0, 13  # system call for open file
   $a0, fout # output file name
$a1, 1 # Open for writing (flags are 0: read, 1: write)
$a2, 0 # mode is ignored
la
li
li $a2, 0
             # open a file (file descriptor returned in $v0)
syscall
move $s6, $v0 # save the file descriptor
# Write to file just opened
li $v0, 15  # system call for write to file
move $a0, $s6  # file descriptor
la $a1, buffer_write # address of buffer from which to write
   $a2, 44 # hardcoded buffer length
li
              # write to file
syscall
# Close the file
li
   $v0, 16 # system call for close file
move $a0, $s6 # file descriptor to close
svscall
             # close file
# Open (for reading) a file
li $v0, 13 # system call for open file
```

```
la
    $a0, fout # output file name
               # Open for writing (flags are 0: read, 1: write)
li
    $a1, 0
li
    $a2, 0
               # mode is ignored
syscall
                # open a file (file descriptor returned in $v0)
move $s6, $v0
                # save the file descriptor
# Read from file
li
    $v0, 14
                  # system call for read
move $a0, $s6
                  # file descriptor
la
    $a1, buffer_read
                     # address of buffer read
li
    $a2, 44
                  # hardcoded buffer length
                  # read file
syscall
```

1. Please write a program that allow users to input the number of elements in an array (call n); then ask users to input n elements of the array to store in memory; save the array to a file

2. Find and print the maximum elements in the file saved in the previous step

