

2.1

For the following C statement, what is the corresponding MIPS assembly code? Assume that the variables f, g, h, and i are given and could be considered 32-bit integers as declared in a C program. Use a minimal of MIPS assembly instructions. $f = g + (h - 5);$

```
sub    i, h, 5
add    f, g, i
```

2.2

For the following MIPS assembly instructions, what is a corresponding C statement?

```
add f, g, h      add f, i, f
f = g + h;       f = i + f;
```

2.4

For the MIPS assembly instructions below, what is the corresponding C statement? Assume that the variables f, g, h, i, and j are assigned to registers \$s0, \$s1, \$s2, \$s3, and \$s4, respectively. Assume that the base address of the arrays A and B are in registers \$s6 and \$s7, respectively.

```
sll    $t0, $s0, 2      # $t0 = f * 4
add    $t0, $s6, $t0     # $t0 = &A[f]
sll    $t1, $s1, 2      # $t1 = g * 4
add    $t1, $s7, $t1     # $t1 = &B[g]
lw     $s0, 0($t0)       # f = A[f]
addi   $t2, $t0, 4       # $t2 = f + 4
lw     $t0, 0($t2)       # $t0 = A[0]
add    $t0, $t0, $s0     # $t0 = A[0] + f
sw     $t0, 0($t1)       # $t0 = B[0]
```

2.8

Translate 0xABCDEF12 into decimal.

- 2,882,400,018

2.19.1

For the register values shown, what is the value of \$t2 for the following sequence of instructions?

\$t0 = 0xAAAAAAAA, \$t1 = 0x12345678

sll \$t2, \$t0, 4 # makes \$t2 0xAAAAAAAA0

or \$t2, \$t2, \$t1 # logical 'or' of \$t1 paired with \$t2

\$t1 0001 0010 0011 0100 0101 0110 0111 1000

\$t2 1010 1010 1010 1010 1010 1010 1010 0000

\$t2 1011 1010 1011 1110 1111 1110 1111 1000

2.19.2

For the register values shown, what is the value of \$t2 for the following sequence of instruction?

\$t0 = 0xAAAAAAAA, \$t1 = 0x12345678

sll \$t2, \$t0, 4 # makes \$t2 0xAAAAAAAA0

andi \$t2, \$t2, -1 # logical 'and' of \$t2 and -1

\$t2 1010 1010 1010 1010 1010 1010 1010 0000

-1 0000 0000 0000 0000 0000 0000 0000 1111

\$t2 0000 0000 0000 0000 0000 0000 0000 0000

2.29

Translate the following loop into C. Assume that the C-level integer *i* is held in register \$t1, \$s2 holds the C-level integer called *result*, and \$s0 holds the base address of the integer *MemArray*.

	addi \$t1, \$0, \$0	<i>i</i> = 0;
LOOP:	lw \$s1, 0(\$s0)	for (1 < 100; i=i+1)
	add \$s2, \$s2, \$s1	{
	addi \$s0, \$s0, 4	<i>result</i> = <i>result</i> + MemArray[i];
	addi \$t1, \$t1, 1	}
	slti \$t2, \$t1, 100	
	bne \$t2, \$s0, LOOP	

