

a) main:

addi x10, x0, 2

addi x11, x0, 4

loop:

beq x10, x11, fim

add x10, x10, x10

jal x0, loop

fim:

add x12, x11, x11

addi x0, x0, 0

b) x10 será dobrado no loop, e só parará de dobrar se o valor dele for igual ao valor x11.

X12 é o dobro de x11.

c) x0, x10, x11 e x12.

d) x10 = 4; x11 = 4; e x12 = 8.

e)

The screenshot shows the Venus MIPS simulator interface. The top bar includes browser tabs and the URL 'venus.kvaki.me'. The main window has two tabs: 'Editor' and 'Simulator'. The 'Simulator' tab is active, displaying a table of assembly instructions and a panel of registers.

Machine Code	Basic Code	Original Code
0x00200513	addi x10, x0, 2	addi x10, x0, 2
0x00400593	addi x11, x0, 4	addi x11, x0, 4
0x00b50663	beq x10, x11, 12	beq x10, x11, fim
0x00a50533	add x10, x10, x10	add x10, x10, x10
0xff9ff06f	jal x0, -8	jal x0, loop
0x00b50633	add x12, x11, x11	add x12, x11, x11
0x00000013	addi x0, x0, 0	addi x0, x0, 0

Registers panel (Registers Memory):

- zero: 0x00000000
- ra (x1): 0x00000000
- sp (x2): 0x7fffffff
- gp (x3): 0x10000000
- tp (x4): 0x00000000
- t0 (x5): 0x00000000
- t1 (x6): 0x00000000
- t2 (x7): 0x00000000
- s0 (x8): 0x00000000
- s1 (x9): 0x00000000
- a0 (x10): 0x00000004
- a1 (x11): 0x00000004
- a2 (x12): 0x00000008
- a3 (x13): 0x00000000
- a4 (x14): 0x00000000
- a5 (x15): 0x00000000
- a6 (x16): 0x00000000

Display Settings: Hex

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←→↻venuskvaki.me

EditorSimulator

RunStepPrevResetDump

Machine Code	Basic Code	Original Code
0x00200513	addi x10 x0 2	addi x10, x0, 2
0x00400593	addi x11 x0 4	addi x11, x0, 4
0x00b50663	beq x10 x11 12	beq x10, x11, fim
0x00a50533	add x10 x10 x10	add x10, x10, x10
0xff9ff06f	jal x0 -8	jal x0, loop
0x00b50633	add x12 x11 x11	add x12, x11, x11
0x00000013	addi x0 x0 0	addi x0, x0, 0

console output

Jump to-- choose --UpDown

Display SettingsHex