

- a) a1 elevado à a2, no caso 2 elevado a 5.  
b) a0 = 5; a1 = 32; a2 = 5.  
c) loop = -12; fim = 16.  
d)

Editor Simulator

Run Step Prev Reset Dump

Machine Code	Basic Code	Original Code
0x00100513	addi x10 x0 1	addi a0, zero, 1
0x00a505b3	add x11 x10 x10	add a1, a0, a0
0x00500613	addi x12 x0 5	addi a2, zero, 5
0x00c50863	beq x10 x12 16	beq a0, a2, fim
0x00159593	slli x11 x11 1	slli a1, a1, 1
0x00150513	addi x10 x10 1	addi a0, a0, 1
0xff5ff06f	jal x0 -12	j loop
0x00000013	addi x0 x0 0	nop

console output

Registers Memory

zero 0

ra (x1) 0

sp (x2) 2147483632

gp (x3) 268435456

tp (x4) 0

t0 (x5) 0

t1 (x6) 0

t2 (x7) 0

s0 (x8) 0

s1 (x9) 0

a0 (x10) 5

a1 (x11) 32

a2 (x12) 5

a3 (x13) 0

a4 (x14) 0

a5 (x15) 0

a6 (x16) 0

Display Settings Decimal

Editor Simulator

Run Step Prev Reset Dump

Machine Code	Basic Code	Original Code
0x00100513	addi x10 x0 1	addi a0, zero, 1
0x00a505b3	add x11 x10 x10	add a1, a0, a0
0x00500613	addi x12 x0 5	addi a2, zero, 5
0x00c50863	beq x10 x12 16	beq a0, a2, fim
0x00159593	slli x11 x11 1	slli a1, a1, 1
0x00150513	addi x10 x10 1	addi a0, a0, 1
0xff5ff06f	jal x0 -12	j loop
0x00000013	addi x0 x0 0	nop

console output

Registers Memory

Address	+0	+1	+2	+3
0x00000018	111	-16	95	-1
0x00000014	19	5	21	0
0x00000010	-109	-107	21	0
0x0000000c	99	8	-59	0
0x00000008	19	6	80	0
0x00000004	-77	5	-91	0
0x00000000	19	5	16	0
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Jump to -- choose -- Up Down

Display Settings Decimal