

## CS35101 Project 1 - Report

**Name:** Matthew Miller

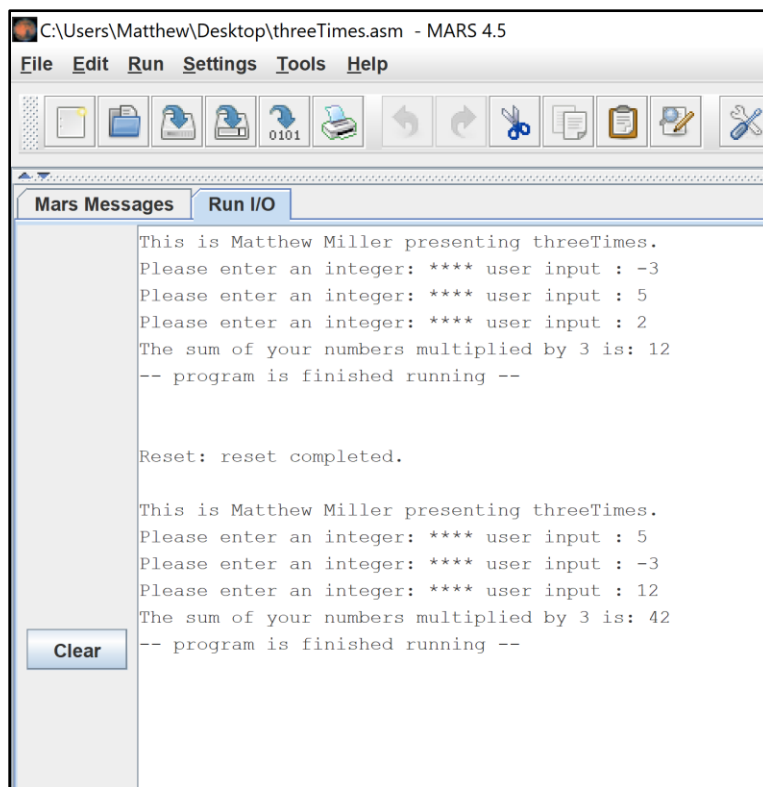
**Included ASM files:**

threeTimes.asm

### Implementation Summary:

I implemented the project's solution by using registers and system calls to prompt the user and accept integer input. I collected the first two inputted-integers into registers \$t1 and \$t2. Afterward, I stored their sum in \$t3. I created a copy of \$t3 in \$t2 to maintain a running total. Next, I collected the third user-inputted-integer into register \$t1 and calculated a final sum in \$t3. Finally, I stored an integer-3 in \$t1 and conducted a multiplication operation on \$t3, storing the result in \$t2 and printing it's result to the console.

### Results:



```
C:\Users\Matthew\Desktop\threeTimes.asm - MARS 4.5
File Edit Run Settings Tools Help

This is Matthew Miller presenting threeTimes.
Please enter an integer: **** user input : -3
Please enter an integer: **** user input : 5
Please enter an integer: **** user input : 2
The sum of your numbers multiplied by 3 is: 12
-- program is finished running --

Reset: reset completed.

This is Matthew Miller presenting threeTimes.
Please enter an integer: **** user input : 5
Please enter an integer: **** user input : -3
Please enter an integer: **** user input : 12
The sum of your numbers multiplied by 3 is: 42
-- program is finished running --

Clear
```

### Conclusion:

I learned how to navigate the MARS software. I learned how to assemble MIPS instructions. I learned how to conduct MIPS addition, multiplication, input, and output. I encountered some problems when trying to use named-variables instead of registers.