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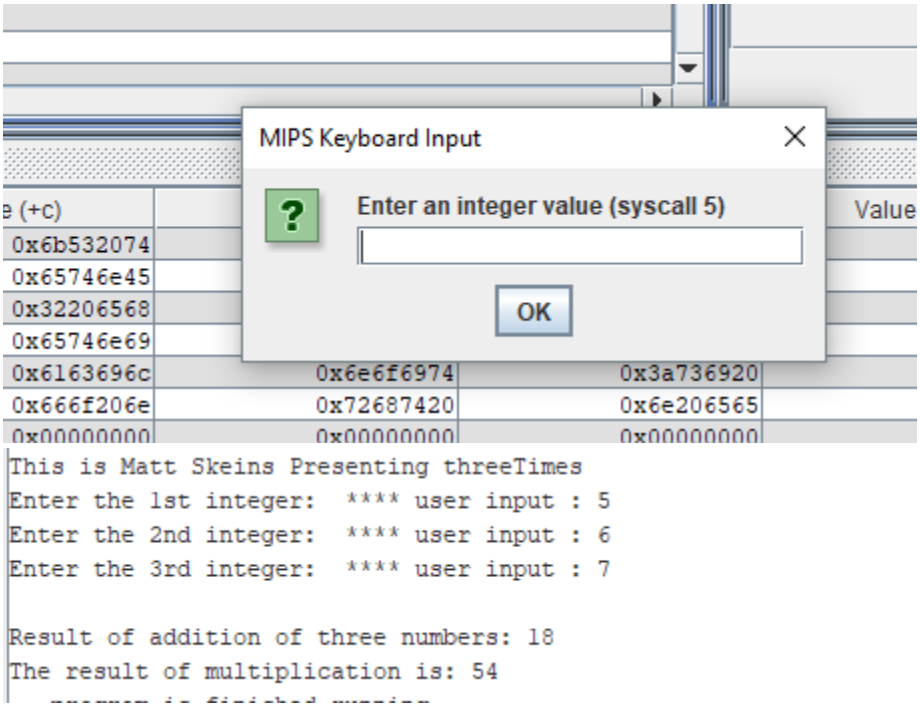
threeTimes.asm

Project Implementation:

I implemented this project using a few different things. I made a few system calls with an opcode of 4 to print strings to the user and I also made a few syscalls with an opcode of 5 to get input from the user. After I got three integer input from the user (which were stored in three separate registers) I added them together. I took the sum of the first to integers($t0, $t1) and stored it in a new register. I could have set one of the previous registers to the sum of the number but for understandability I used a new one($t3). Then I took the last integer and added it to the sum of the previous new numbers and stored it in $t3. After this I had to multiply the integers by three. In the start of the program I loaded the integer 3 to one of the registers. Using mul instruction I multiplied the sum of the three numbers and outputted it to the user.

Screen Prints:



Lessons Learned / Problems Faced:

I learned a lot more than I thought I would with this project. During this project I learned how to correctly make syscalls and also when to use them. But the biggest issue that I ran into was trying to multiply the sum of the integers by three. I sadly was trying to make it work with mult instead of mul. Because of this I tried to pull the answer using mfhi which didn't work because HI isn't touched during multiplication. After researching I realized the result of multiplication is

always stored in LO and to pull the answer from there. After I learned this I switched to the mul instruction which pulls from LO for you.