Taller

③ Convertir a instrucciones de bajo nivel:

```
int x = 0;      ADD %g0, 0, %L0
int y = 8;      ADD %g0, 8, %L1
int z = 1;      ADD %g0, 1, %L2

y = x + 3;      ADD %L0, 3, %L1
z = z + 3;      ADD %L2, 3, %L2
x = (x-z)+(3+y) SUB %L0, %L2, %L0
                ADD  3 , %L1, %L1
                ADD %L0, %L1, %L0
```

④ Usar el ld y st:

```
a[4] = a[2] + x;        ld [%L1+(2x4)], %L0
                        ADD %L0, %L2, %L2
                        ST  %L2, [%L3+(4x4)]

y[0] = y[40] +13;       ld [%L4+(40x4)], %L0
                        ADD %L0, 13, %L0
                        ST  %L0, [%L5+(0x4)]
```

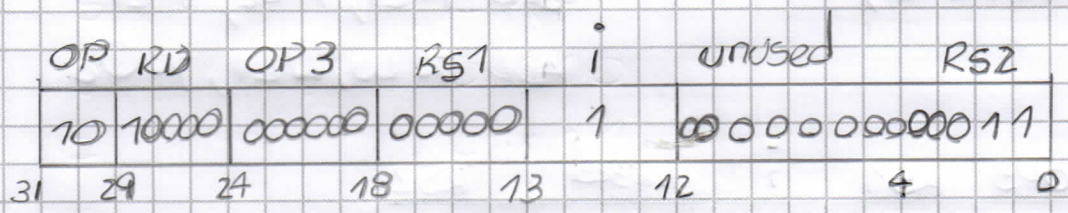
Día Mes Año

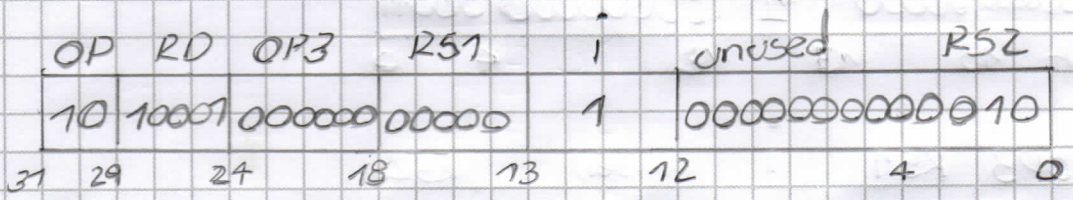
(5) Convertir a lenguaje de máquina:

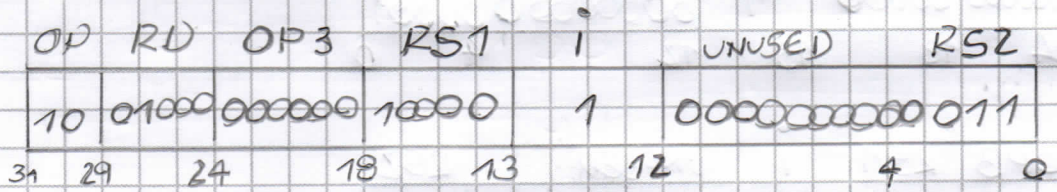
(a)

```
int main(){
    int i = 3;      // %Lo
    int p = 2;      // %L1
    return i+3;
}
```

```
ADD  %g0, 3, %Lo
ADD  %g0, 2, %L1
ADD  %Lo, 3, %o0
```





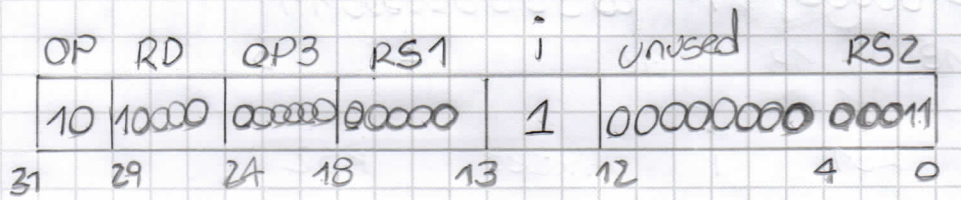


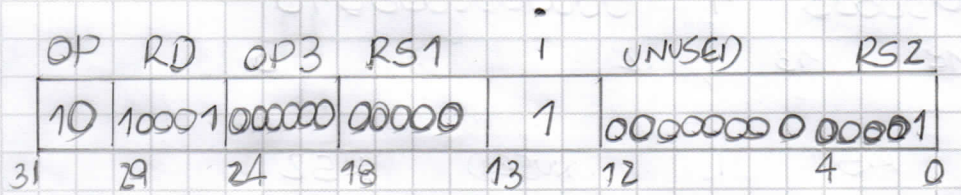
(b)

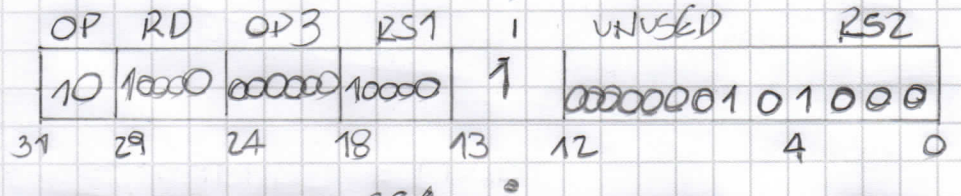
```
int main() {
int p = 3;        // → %L0
int x = 1;        // → %L1
int z = 4;        // → %L2
int w = 0;
w = (p + 40) + (x - z);
return 0;
```

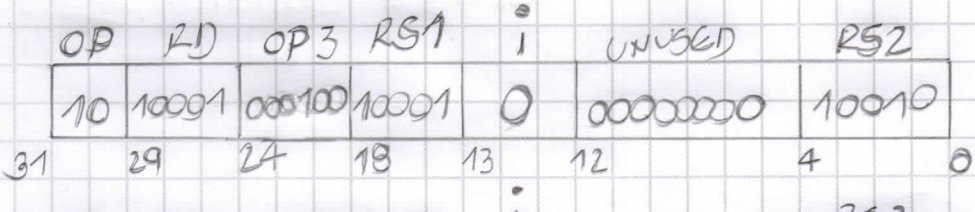
```
ADD %g0, 3, %L0
ADD %g0, 1, %L1
ADD %g0, 4, %L2

ADD %L0, 40, %L0
SUB %L1, %L2, %L1
ADD %L0, %L1, %O0
```









⑥ Inicializar las siguientes variables negativas usando OR:

n = -12, OR %.90, -12, %.L0

a = -11, OR %.90, -11, %.L1

b = -14, OR %.90, -14, %.L2