

## Requirements

- There can be more lines.
- You have to add just one space between numbers.
- You can't add any unnecessary new lines.
- Every line has to have 6 numbers, not below or not more.

## Registers Meaning

# \$a1 - str2 array address for reading  
# \$t0 - counter for digit of number  
# \$t1 - save the read character for controlling that it is space or new line  
# \$t2 - save new line character  
# \$t3 - save space character  
# \$t4 - saves the hexadecimal of first digit of number  
# \$t5 - saves the hexadecimal of second digit of number  
# \$t6 - str3 array address for saving  
# \$s0 - size  
# \$s1 - i  
# \$s2 - i\_1  
# \$s3 - seq\_number  
# \$s4 - seq\_counter  
# \$s5 - seq\_len  
# \$s6 - str3  
# \$s7 - temp\_srt3  
# \$t7 - temp2\_srt3

## File Read Function

```

while(1){
    for (i = 0; fscanf(fp,"%d",&arr[i]) == 1 && i < 5 ; i++){

        if (i!=0)
        {
            seq_len = 0;
            recursive_max_sequence_finder(temp_arr,print_arr,arr,size,0,0,0,0,&seq_len);
        }
        else
            break;
        for ( i = 0; i < seq_len; i++)
        {
            printf("%d ",print_arr[i]);
        }
    }
}

```

Time Complexity:  $O(n^2)$  Space Complexity:  $O(1)$

Firstly we will read file but we have to read one line every time. Because every line has different test sequence so that there are two loops for that .First loop is reading one line numbers to the array after that call the recursive max sequence function.

## Recursive Max Sequence Finder Function

```

void recursive_max_sequence_finder(
    int *temp_arr,
    int *print_arr,
    int *arr,
    int size,
    int i,
    int i_1,
    int seq_number,
    int seq_counter,
    int *seq_len
){
    for (;i<size;i++) {
        if(seq_number <= *(arr+i))
        {
            seq_counter++;
            *(temp_arr+i_1) = *(arr+i);
            recursive_max_sequence_finder(temp_arr,print_arr,arr,size,i+1,i_1+1,*(arr+i),seq_counter,seq_len);
            seq_counter--;
        }
    }

    if(seq_counter >= *seq_len)
    {
        for(int j=0;j<seq_counter;j++)
        {
            *(print_arr+j) = *(temp_arr+j);
        }
        //printf("Sequence-length: %d \n\n",seq_counter);
        *seq_len = seq_counter;
    }
}

```

Time Complexity:  $O(n^2)$  Space Complexity:  $O(n)$

The first loop traverses the array elements one by one. And the number of sequence we keep while traveling and the number we visit are compared each time. If equal, this number is

saved in the temp\_arr array. Indexes are incremented by one. The new sequence number becomes our current number in the array(arr) and this function is called again.

If the length of the array we already have when the first loop is over is lower than what is calculated now, the longer array is recorded in the print array.

**Test Photos**

File Edit Run Settings Tools Help

Run speed at max (no interaction)



EditExecute

Text Segment

Bkpt	Address	Code	Basic	Source
	0x00400000	0x0c100002	jal 0x00400008	17: jal read_file_func
	0x00400004	0x081000b5	j 0x004002d4	19: j Exit
	0x00400008	0x23bdfc	addi \$29,\$29,0xffff...	34: addi \$sp,\$sp,-4 # make space in \$sp register
	0x0040000c	0xafbf0000	sw \$31,0x00000000(\$29)	35: sw \$ra,0(\$sp) # save the return address to \$sp register
	0x00400010	0x2482000d	addiu \$2,\$2,0x0000000d	39: li \$v0, 13 # system call for open file
	0x00400014	0x3c011001	lui \$1,0x00001001	40: la \$a0, finp # input file name
	0x00400018	0x3424006e	ori \$4,\$1,0x0000006e	
	0x0040001c	0x24850000	addiu \$5,\$5,0x00000000	41: li \$a1, 0 # Open for reading (flags are 0: read, 1: write)
	0x00400020	0x24860000	addiu \$6,\$6,0x00000000	42: li \$a2, 0 # mode is ignored
	0x00400024	0x0000000c	syscall	43: syscall # open a file (file descriptor returned in \$v0)
	0x00400028	0x0002b021	addu \$22,\$2,\$2	44: move \$s6, \$v0 # save the file descriptor
	0x0040002c	0x214a000a	addi \$10,\$10,0x0000...	47: addi \$t2,\$t2,0x0000000a # save new line character
	0x00400030	0x214b0020	addi \$11,\$11,0x0000...	48: addi \$t3,\$t3,0x00000020 # save space character

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x00000031	0x00000036	0x00000020	0x00000000	0x00003531	0x00000030	0x00003223	0x00003135
0x10010020	0x00000135	0x00000136	0x00000136	0x00000136	0x00000136	0x00000136	0x00000136	0x00000136
0x10010040	0x00000030	0x00000135	0x00000135	0x00000136	0x00000000	0x00000000	0x0020000a	0x676e5f4c
0x10010060	0x20747365	0x75716553	0x65636e65	0x6960003a	0x742e656c	0x00007478	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000

Mars MessagesRun I/O

Longest Sequence:5  
Longest Sequence:41 51 61  
Longest Sequence:0 2 6  
Longest Sequence:0 51 61  
— program is finished running (dropped off bottom) —

Clear

Longest Sequence:3 7 9 11  
Longest Sequence:5  
Longest Sequence:41 51 61  
Longest Sequence:0 2 6  
Longest Sequence:0 51 61  
— program is finished running (dropped off bottom) —

Name	Number	Value
\$Zero	0	0x00000000
\$at	1	0x10010000
\$v0	2	0x00000010
\$v1	3	0x00000000
\$a0	4	0x00000003
\$a1	5	0x10010000
\$a2	6	0x00000001
\$a3	7	0x00000000
\$t0	8	0x00000000
\$t1	9	0x00000020
\$t2	10	0x0000000a
\$t3	11	0x00000020
\$t4	12	0x00003136
\$t5	13	0x00000036
\$t6	14	0x10010028
\$t7	15	0x10010040
\$s0	16	0x00000005
\$s1	17	0x00000000
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x10010028
\$t8	24	0x00000000
\$t9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10000000
\$sp	29	0x7fffffcf
\$fp	30	0x00000000
\$ra	31	0x00400004
pc		0x004002d4
hi		0x00000000
lo		0x00000014

File Edit Run Settings Tools Help

Run speed at max (no interaction)



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	0x00400018	0x3424006e	ori \$4,\$1,0x0000006e	
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	0x0040002c	0x214a000a	addi \$10,\$10,0x0000...	47: addi \$t2,\$t2,0x0000000a # save new line character
	0x00400030	0x214b0020	addi \$11,\$11,0x0000...	48: addi \$t3,\$t3,0x00000020 # save space character

Data Segment

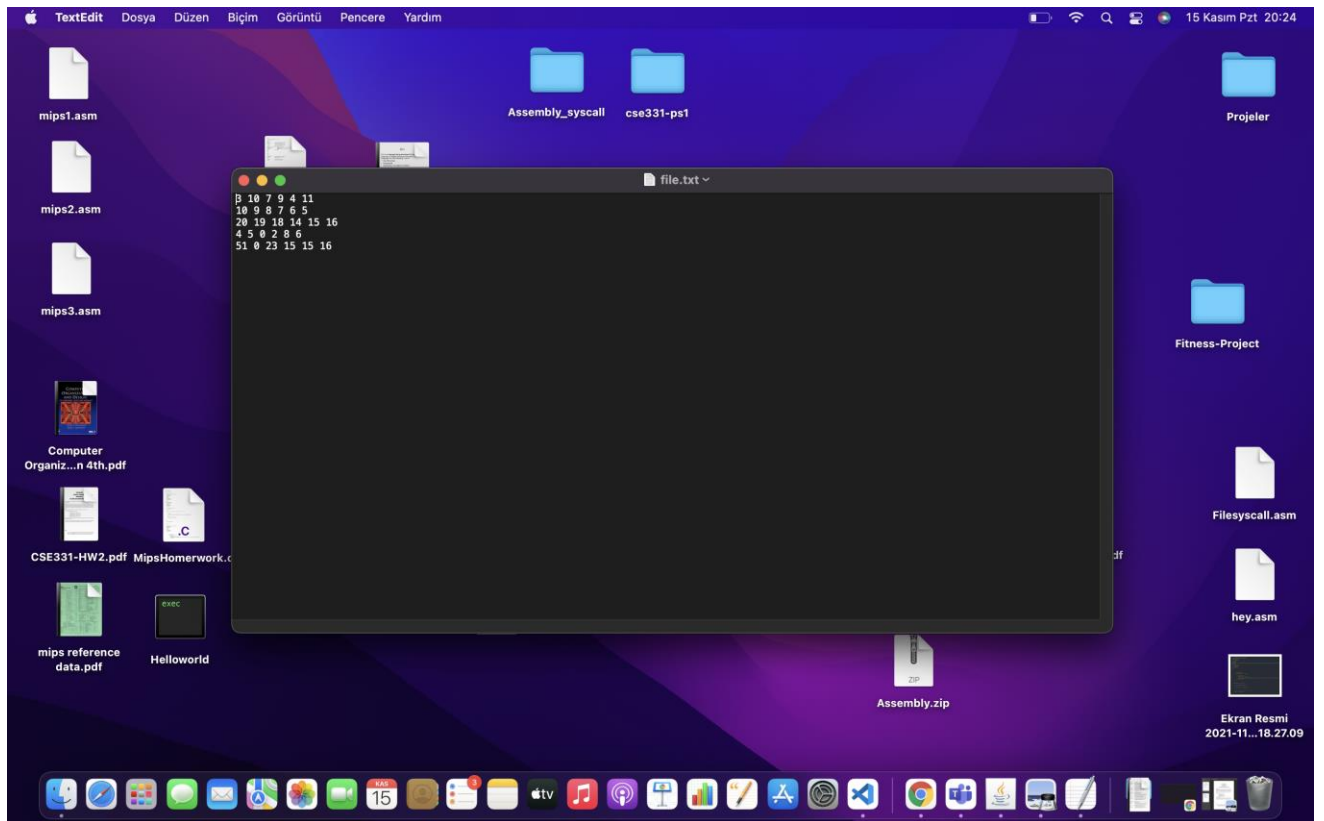
Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010020	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x10010040	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x0020000a	0x676e5f4c
0x10010060	0x20747365	0x75716553	0x65636e65	0x6960003a	0x742e656c	0x00007478	0x00000000	0x00000000
0x10010080	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100a0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100c0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000
0x100100e0	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000	0x00000000

Mars MessagesRun I/O

Assemble: assembling /Users/osmantalhaaydin/Desktop/mips1.asm  
Assemble: operation completed successfully.

Clear

Name	Number	Value
\$Zero	0	0x00000000
\$at	1	0x00000000
\$v0	2	0x00000000
\$v1	3	0x00000000
\$a0	4	0x00000000
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$t0	8	0x00000000
\$t1	9	0x00000000
\$t2	10	0x00000000
\$t3	11	0x00000000
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$s0	16	0x00000000
\$s1	17	0x00000000
\$s2	18	0x00000000
\$s3	19	0x00000000
\$s4	20	0x00000000
\$s5	21	0x00000000
\$s6	22	0x00000000
\$s7	23	0x00000000
\$t8	24	0x00000000
\$t9	25	0x00000000
\$k0	26	0x00000000
\$k1	27	0x00000000
\$gp	28	0x10000000
\$sp	29	0x7fffffcf
\$fp	30	0x00000000
\$ra	31	0x00000000
pc		0x00400000
hi		0x00000000
lo		0x00000000



## My C Code For This Program

```
#include <stdio.h>

#include <stdio.h>

void recursive_max_sequence_finder(
    int *temp_arr,
    int *print_arr,
    int *arr,
    int size,
    int i,
    int i_1,
    int seq_number,
    int seq_counter,
    int *seq_len);

int main()
{
```

```
int arr[6];

int print_arr[6];

int temp_arr[6];

int i;

int temp;

int seq_len = 0;

int size = 6;


FILE *fp;

fp = fopen("file.txt", "r");


if(fp != NULL)

{

while(1){

for (i = 0; fscanf(fp, "%d", &arr[i]) == 1 && i < 5; i++);

if (i != 0)

{

seq_len = 0;

recursive_max_sequence_finder(temp_arr, print_arr, arr, size, 0, 0, 0, &seq_len);

}

else

break;

for (i = 0; i < seq_len; i++)

{

printf("%d ", print_arr[i]);

}

}

}

else

printf("Açılmadı.");

return 0;

}
```

```

void recursive_max_sequence_finder(

int *temp_arr,

int *print_arr,

int *arr,

int size,

int i,

int i_1,

int seq_number,

int seq_counter,

int *seq_len

){

for (;i<size;i++) {

if(seq_number <= *(arr+i))

{

seq_counter++;

*(temp_arr+i_1) = *(arr+i);

recursive_max_sequence_finder(temp_arr,print_arr,arr,size,i+1,i_1+1,*(arr+i),seq_counter,seq_len);

seq_counter--;

}

}

if(seq_counter >= *seq_len)

{

for(int j=0;j<seq_counter;j++)

{

*(print_arr+j) = *(temp_arr+j);

}

*seq_len = seq_counter;

}

}

```

