

**Problem 1** (4 parts, 30 points)**Loops**

Consider the following C code fragment:

```
int H[100] = {1997, 2, -7, 1, 2010, 4, 3, 6, ..., 17};
int i, x, y, z;
for (i = 1; i < 100; i = i + 4){
    x = H[i];
    y = H[i + 1];
    <code block A>
}
z = i;
```

The body of this fragment contains *<code block A>* to indicate additional instructions not shown. This block uses *i*, but does not change the value of *i*. It also does not contain *continue* or *break* statements.

**Part A** (4 points) How many times is *<code block A>* executed? Answer: 25.

**Part B** (4 points) What is the minimum value of *i*? Answer: 1. (note: *i* is allocated but not initialized before the loop.)

**Part C** (4 points) What is the final value of *z*? Answer: 101.

**Part D** (18 points) Write a MIPS code fragment that is equivalent to the C code above. **Use the following register assignments: \$1: i, \$2: x, \$3: y, \$4: z.** Use additional registers if necessary. Use “*<code block A>*” in your MIPS code to indicate where the instructions for this code block go. *For maximum credit, include comments.* (Note: there are more blank lines provided than you need.)

Label	Instruction	Comment
	<b>.data</b>	
<b>H:</b>	<b>.word 1997, 2, -7, 1, 2010, ..., 17</b>	<b># int H[100]={1997, 2, ..., 17};</b>
	<b>.text</b>	
	<b>addi \$1, \$0, 1</b>	<b># initialize i=1</b>
<b>Loop:</b>	<b>slti \$5, \$1, 100</b>	<b># is i&lt;100?</b>
	<b>beq \$5, \$0, Exit</b>	<b># if not, exit the loop</b>
	<b>sll \$5, \$1, 2</b>	<b># scale i by 4 for word offset</b>
	<b>lw \$2, H(\$5)</b>	<b># x = H[i]</b>
	<b>addi \$5, \$5, 4</b>	<b># 4(i+1) for next word offset</b>
	<b>lw \$3, H(\$5)</b>	<b># H[i+1]</b>
	<b>&lt;code block A&gt;</b>	<b># uses i (not scaled by 4 or i+1)</b>
	<b>addi \$1, \$1, 4</b>	<b># i = i+4</b>
	<b>j Loop</b>	<b># loop back</b>
<b>Exit:</b>	<b>addi \$4, \$1, 0</b>	<b># z = i</b>

**Problem 2** (2 parts, 35 points)**Conditionals: Compound Predicates**

Consider the following C code fragment, where the variables Hs, He, Ss, and Se are integers:

```
if ((Se >= Hs) && (He >= Ss))
{
    <code block A>
}
else
{
    <code block B>
}
<code block C>
```

**Part A** (15 points) Write the equivalent C fragment using a logical or (||) instead of logical and (&&).

Hint: Use DeMorgan's Theorem and swap the then and else clauses. It may be helpful to draw the control flow graph.

```
if ((Se < Hs) || (He < Ss))
{
    <code block B>
}
else
{
    <code block A>
}
<code block C>
```

**Part B** (20 points) Turn the C code fragment into the equivalent MIPS code. **The variables are held in these registers: \$1: Hs, \$2: He, \$3: Ss and \$4: Se.** Use additional registers if necessary. Use “<code block A/B/C>” to indicate where the instructions for these code blocks go. *For maximum credit, include comments and use a minimal number of instructions.* (More blank lines are provided than you need.)

Label	Instruction	Comment
	<code>slt \$5, \$4, \$1</code>	# Se < Hs?
	<code>bne \$5, \$0, DoB</code>	# if so, do B
	<code>slt \$5, \$2, \$3</code>	# He < Ss?
	<code>bne \$5, \$0, DoB</code>	# if so, do <code block B>
	<code>&lt;code block A&gt;</code>	
	<code>j DoC</code>	# jump to <code block C>
<b>DoB:</b>	<code>&lt;code block B&gt;</code>	
<b>DoC:</b>	<code>&lt;code block C&gt;</code>	

**Problem 3** (4 parts, 35 points)**Understanding Code**

**Part A** (9 points) What values are in registers \$1 and \$2 after this MIPS code fragment executes? Express your answers in hexadecimal.

```
lui $1, 0x1
addi $2, $1, 0xABCD
```

# \$1: <b>0x10000</b> (note: 0x1 = 0x0001)	<i>addi sign extends the immediate:</i> \$1: 0x00010000
# \$2: <b>0xABCD</b>	+ 0xFFFFABCD \$2: 0x0000ABCD

**Part B** (9 points) Given the following MIPS code:

```
.data
Input: .word 0xAABBCCDD

.text
    addi $3, $0, Input
```

Write a single MIPS instruction that is equivalent to the original MIPS fragment. Assume *little endian* byte ordering.

Original:	Equivalent MIPS instruction:
addi \$4, \$0, 8	<b>lbu \$5, 1(\$3)</b>
lw \$5, 0(\$3)	
srlv \$5, \$5, \$4	
andi \$5, \$5, 0xFF	

**Part C** (8 points) What are the values of the variables x, y, z, and w after the following C code fragment executes? Express your answers in decimal. Hint: remember how C implements compound predicates.

```
int x, y, z;
x = y = z = 33;
int w = 10;
if ((x == 44) || (y = 5) || (z = 8)) // note "==" vs "="
    w = 77;
```

Variable:	Value:
<b>x</b>	<b>33</b>
<b>y</b>	<b>5</b>
<b>z</b>	<b>33</b>
<b>w</b>	<b>77</b>

**Part D** (9 points) What does the following code fragment print?

```
int V[] = {1, 5, 7, 6, -9, 17, -20, 0, -3};
int j, i=0;
while(V[i] != 0)
{
    printf("V[%d]: %d\n", i,V[i]);
    if (V[i] < 0)
    {
        for (j=0; j<i; j++)
        {
            if (j == 2)
                continue;
            printf("j: %d\n", j);
        }
        break;
    }
    i++;
}
```

```
V[0]: 1
V[1]: 5
V[2]: 7
V[3]: 6
V[4]: -9
j: 0
j: 1
j: 3
```