

Lab 5

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Assignment 1

Code:

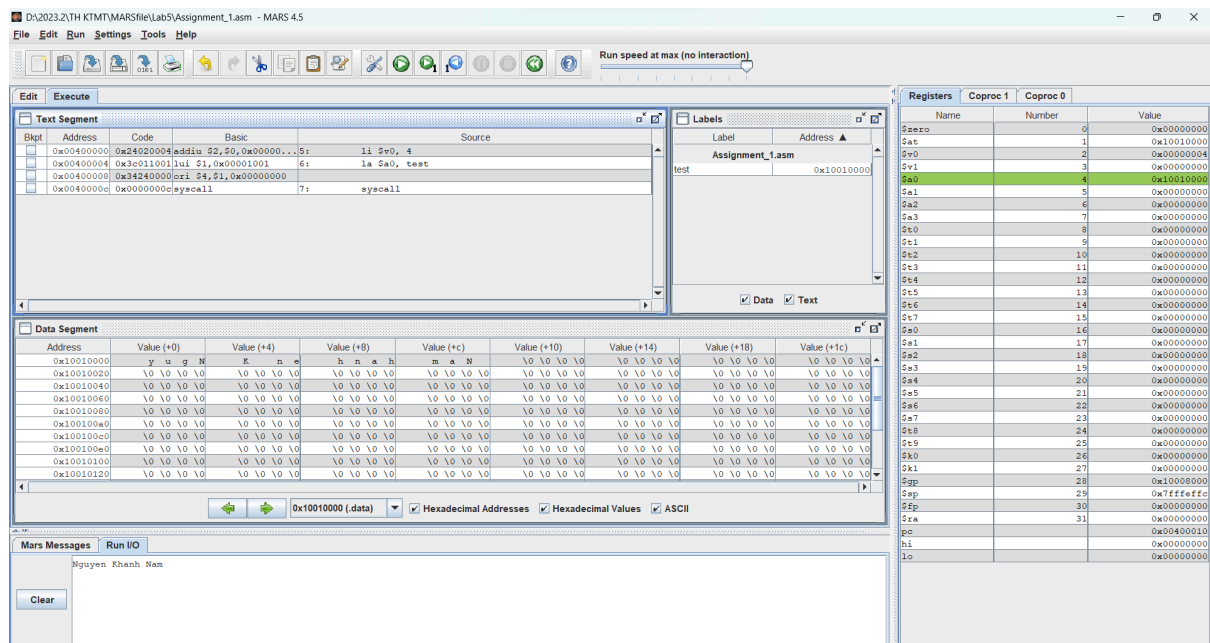
```
#Laboratory Exercise 5, Assignment 1

.data
test: .asciiz "Nguyen Khanh Nam"

.text

li      $v0,    4
la      $a0,    test
syscall
```

Result:



- Địa chỉ của string được lưu vào thanh ghi \$a0

Assignment 2

Code:

```
#Laboratory Exercise 5, Assignment 2

.data
string1: .asciiz "The sum of "
string2: .asciiz " and "
string3: .asciiz " is "
```

```
.text
li    $s0,    1
li    $s1,    2
add   $s2,    $s0,    $s1

li    $v0,    4
la    $a0,    string1
syscall

li    $v0,    1
add   $a0,    $0,    $s0
syscall

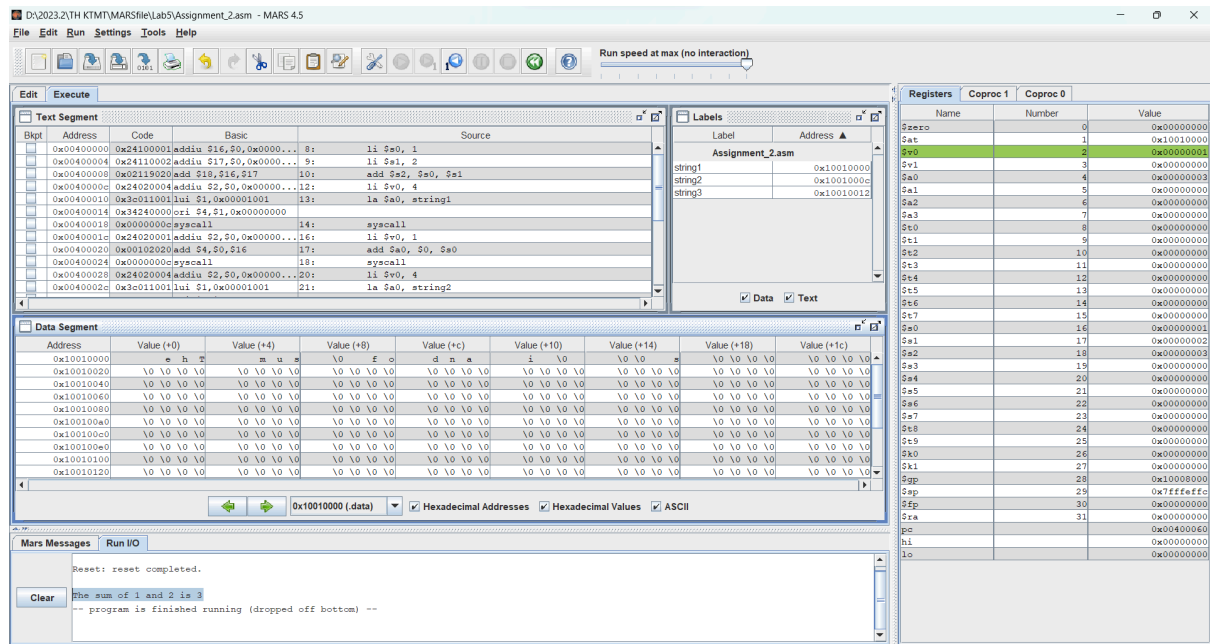
li    $v0,    4
la    $a0,    string2
syscall

li    $v0,    1
add   $a0,    $0,    $s1
syscall

li    $v0,    4
la    $a0,    string3
syscall

li    $v0,    1
add   $a0,    $0,    $s2
syscall
```

Result:



Assignment 3

Code:

```
#Laboratory Exercise 5, Home Assignment 2

.data
x: .space 32                                # destination string x,
empty
y: .asciiz "Nguyen Khanh Nam \nHi"          # source
string y
.text
strcpy:
    add    $s0,    $zero,    $zero          # $s0 = i = 0

    la $a0, x
    la $a1, y
L1:
    add    $t1,    $s0,    $a1              # $t1 = $s0 + $a1 = i +
y[0]
    # = address of y[i]
    lb     $t2,    0($t1)                   # $t2 = value at $t1 = y[i]
    add    $t3,    $s0,    $a0              # $t3 = $s0 + $a0 = i +
x[0]
    # = address of x[i]
    sb     $t2,    0($t3)                   # x[i]= $t2 = y[i]
    beq    $t2,    $zero,    end_of_strcpy  # if y[i] == 0, exit
    nop
    addi   $s0,    $s0,    1                 # $s0 = $s0 + 1 <-> i = i +
1
```

Result:



```
#Laboratory Exercise 5, Home Assignment 3

.data
    string:      .space 50
    Message1:    .ascii "Nhap xau: "
    Message2:    .ascii "Do dai xau la: "

.text
main:
get_string:                                # TODO
    li $v0, 54
    la $a0, Message1
    la $a1, string
    la $a2, 50
    syscall

get_length:
    la $a0, string                        # $a0 = address(string[0])
    add $t0, $zero, $zero                 # $t0 = i = 0
```

```

check_char:
    add    $t1,    $a0,    $t0           # $t1 = $a0 + $t0
    # = address(string[i])
    lb     $t2,    0($t1)               # $t2 = string[i]
    beq    $t2,    $zero,    end_of_str  # is null char?
    addi   $t0,    $t0,    1             # $t0 = $t0 + 1 -> i = i +
1
    j      check_char
end_of_str:
end_of_get_length:
print_length:                                # TODO

    li $v0, 56
    la $a0, Message2
    add $a1, $0, $t0
    syscall

```

Result:

The screenshot shows the MARS MIPS simulator interface. The main window displays the assembly code from the previous block. The 'Text Segment' window shows the code with addresses and comments. The 'Data Segment' window shows memory addresses and their values in hexadecimal. The 'Registers' window on the right lists registers \$zero through \$t0, \$a0 through \$a3, \$v0 through \$v1, and \$f0 through \$f3, along with their current values. The 'MARS Messages' window at the bottom shows the program's output, including the name 'Nguyen Khanh Nam'.

The screenshot shows a debugger window with assembly code on the left and a list of memory addresses on the right. A message box is overlaid in the center.

Assembly Code (Left):

```

string          # $a0 = addr..
$zero, $zero    # $t0 = i = 0
$a0, $t0        # $t1 = $a0 ..
0($t1)

```

Memory List (Right):

end_of_get_length
print_length
string
Message1
Message2

Message Box:

Do dai xau la: 17

OK

Assignment 5

Code:

```
#Laboratory Exercise 5, Assignment 4

.data
CheckMax: .word 20
CheckEnter: .asciiz "\n"
reversed: .space 20

Message2: .asciiz "Chuoi dao nguoc: "
.text
    la    $s0, reversed
    lw    $t1, CheckMax
    lw    $t2, CheckEnter
    addi   $t0, $0, 0 # i = 0

loop_read:
    li    $v0, 12
    syscall
    beq    $v0, $t2, end_read
    #Load to string
    add    $t3, $s0, $t0
    sb     $v0, 0($t3)

    addi   $t0, $t0, 1 #Count i

    bne    $t0, $t1, loop_read
    nop

end_read:
    li    $v0, 11
    lb     $a0, CheckEnter
    syscall

    li    $v0, 4
    la     $a0, Message2
    syscall

print_reverse:

    li    $v0, 11
    lb     $a0, 0($t3)
    syscall
```

```

        add    $t3,          $t3,          -1
        addi   $t0,          $t0,          -1
        blez   $t0,          end

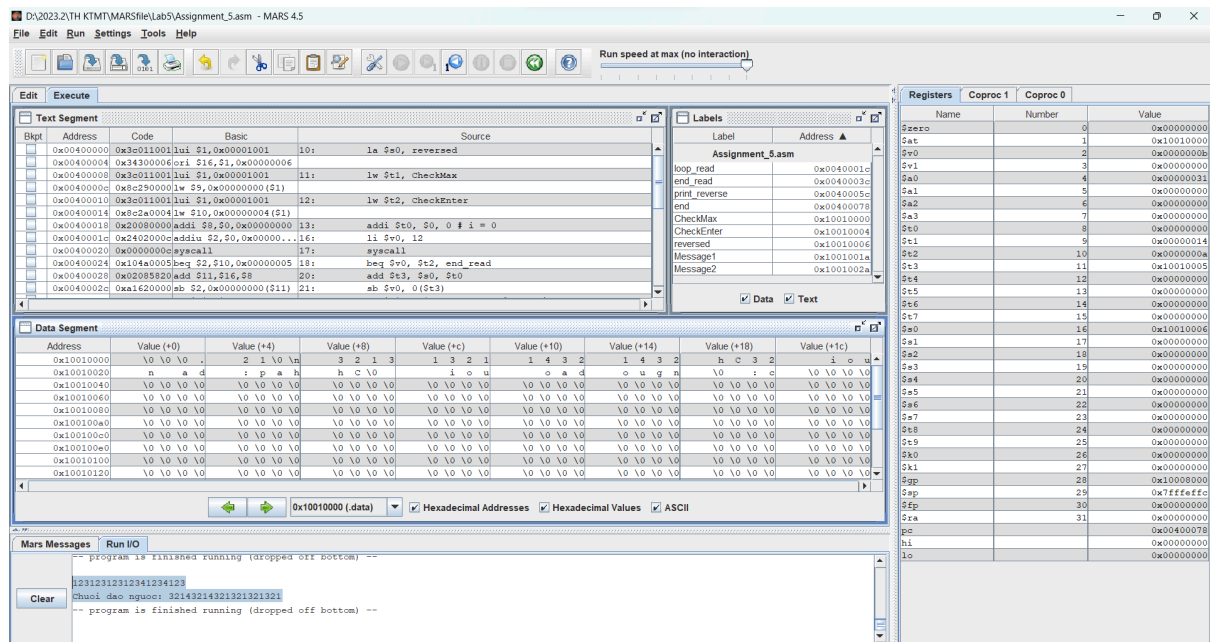
        j      print_reverse

end:

```

Result:

- Max 20 characters -> Stop



- Enter -> Stop

Edit Execute

Bkpt	Address	Code	Basic	Source
<input type="checkbox"/>	0x00400000	0x3e011001	lui \$1,0x00001001	10: la \$s0, reversed
<input type="checkbox"/>	0x00400004	0x34300006	ori \$16,\$1,0x00000006	
<input type="checkbox"/>	0x00400008	0x3e011001	lui \$1,0x00001001	11: lw \$t1, CheckMax
<input type="checkbox"/>	0x0040000c	0x8c290000	lw \$9,0x00000000(\$1)	
<input type="checkbox"/>	0x00400010	0x3e011001	lui \$1,0x00001001	12: lw \$t2, CheckEnter
<input type="checkbox"/>	0x00400014	0x0c2a0004	lw \$10,0x00000004(\$1)	
<input type="checkbox"/>	0x00400018	0x20080000	addi \$s,\$s,0,0x00000000	13: addi \$t0,\$0,0 # i = 0
<input type="checkbox"/>	0x0040001c	0x2402000c	addiu \$2,\$0,0x0000...	16: li \$r0, 12
<input type="checkbox"/>	0x00400020	0x0000000c	syscall	17: syscall
<input type="checkbox"/>	0x00400024	0x104a0005	beq \$2,\$10,0x00000005	18: beq \$r0,\$t2, end_read
<input type="checkbox"/>	0x00400028	0x02080000	add \$11,\$16,\$8	20: add \$t3,\$s0,\$t0
<input type="checkbox"/>	0x0040002c	0xa1620000	sb \$2,0x00000000(\$11)	21: sb \$r0,0(\$t3)

Label	Address
Assignment_5.asm	
loop_read	0x0040001c
end_read	0x0040002c
printf_reverse	0x0040005c
end	0x00400078
CheckMax	0x10010000
CheckEnter	0x10010004
reversed	0x10010006
Message1	0x1001001a
Message2	0x1001002a

Data Segment

Address	Value (+0)	Value (+4)	Value (+8)	Value (+c)	Value (+10)	Value (+14)	Value (+18)	Value (+1c)
0x10010000	0 0 0 0	B A 0 0	F E D C	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0	0 0 0 0
0x10010020	n a d	i p a h	h c 0 0	i o u	o a d	o u g h	0 0	0 0 0 0 0 0
0x10010040	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x10010060	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x10010080	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x100100a0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x100100c0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x100100e0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x10010100	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0
0x10010120	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0	0 0 0 0 0 0

Mars Messages

```
chuoi dao nguoc: 32143214321321321
-- program is finished running (dropped off bottom) --

Clear
chuoi dao nguoc: HGFEDCBA
-- program is finished running (dropped off bottom) --
```

Name	Number	Value
\$zero	0	0x00000000
\$at	1	0x10010000
\$v0	2	0x0000000b
\$v1	3	0x00000000
\$a0	4	0x00000041
\$a1	5	0x00000000
\$a2	6	0x00000000
\$a3	7	0x00000000
\$a0	8	0x00000000
\$t1	9	0x00000014
\$t2	10	0x0000000a
\$t3	11	0x10010005
\$t4	12	0x00000000
\$t5	13	0x00000000
\$t6	14	0x00000000
\$t7	15	0x00000000
\$a0	16	0x10010006
\$a1	17	0x00000000
\$a2	18	0x00000000
\$a3	19	0x00000000
\$a4	20	0x00000000
\$a5	21	0x00000000
\$a6	22	0x00000000
\$a7	23	0x00000000
\$t8	24	0x00000000
\$t9	25	0x00000000
\$x0	26	0x00000000
\$t1	27	0x00000000
\$gp	28	0x10008000
\$gp	29	0x7ffffcfc
\$fp	30	0x00000000
\$ra	31	0x00000000
\$pc		0x00400078
\$hi		0x00000000
\$lo		0x00000000