

C to MIPS (If Statements) Practice Exercises

Students, it is extremely important (for the learning process) for you to try and solve these questions before viewing the answers.

- 1) Try to translate the following to MIPS code, where i maps to \$s0, and j maps to \$s1 (the solution is provided at the end of the document)

```
if (i == j)
    i = i + 1;
j = j - 1;
```

- 2) Try to translate the following to MIPS code, where i maps to \$s0, and j maps to \$s1 (the solution is provided on the 2nd and 3rd pages of the document)

```
if (i == j)
    i = i + 1;
else
    j = j - 1;
j = j + i;
```

- 3) Try to translate the following to MIPS code, where i maps to \$s0, and j maps to \$s1 (the solution is provided at the end of the document)

```
if ((i == j) && (i == k))          \\ && is the AND logical operator
    i = i + 1;
else
    j = j - 1;
j = i + k;
```

- 4) Try to translate the following to MIPS code, where i maps to \$s0, and j maps to \$s1 (the solution is provided at the end of the document)

```
if ((i == j) || (i == k))          \\ || is the OR logical operator
    i = i + 1;
else
    j = j - 1;
j = i + k;
```

Solution to Question 1 (i maps to \$s0, and j maps to \$s1):

C Code:

```
if (i == j)
    i = i + 1;
j = j - 1;
```

```
bne $s0, $s1, L1    # branch if ( i != j )
addi $s0, $s0, 1    # i = i + 1
L1: addi $s1, $s1, -1 # j = j - 1
```

or

```
bne $s0, $s1, L1    # branch if ( i != j )
addi $s0, $s0, 1    # i = i + 1
L1:
addi $s1, $s1, -1    # j = j - 1
```

Solution to Question 2 (i maps to \$s0, and j maps to \$s1):

C Code:

```
if (i == j)
    i = i + 1;
else
    j = j - 1;
j = j + i;
```

```
bne $s0, $s1, ELSE  # branch if ( i != j )
addi $s0, $s0, 1    # i = i + 1
j L1                # jump over else
ELSE:
addi $s1, $s1, -1    # j = j - 1
L1:
add $s1, $s1, $s0    # j = j + i
```

Solution to Question 3 (i maps to \$s0, j maps to \$s1, and k maps to \$s2):

```
if ((i == j) && (i == k))          \\ && is the AND logical operator
    i = i + 1;
else
    j = j - 1;
j = i + k;
```

```
bne $s0, $s1, ELSE    # condition 1: branch if ( i != j )
bne $s0, $s2, ELSE    # condition 2: branch if ( i != k )
addi $s0, $s0, 1      # if-body: i = i + 1
j L1                  # jump over else
ELSE:
addi $s1, $s1, -1     # else-body: j = j - 1
L1:
add $s1, $s0, $s2     # j = i + k
```

Solution to Question 4 (i maps to \$s0, j maps to \$s1, and k maps to \$s2):

```
if ((i == j) || (i == k))          \\ || is the OR logical operator
    i = i + 1;
else
    j = j - 1;
j = i + k;
```

```
beq $s0, $s1, IF      # condition 1: branch if ( i == j )
bne $s0, $s2, ELSE    # condition 2: branch if ( i != k )
IF:
addi $s0, $s0, 1      # if-body: i = i + 1
j L1                  # jump over else
ELSE:
addi $s1, $s1, -1     # else-body: j = j - 1
L1:
add $s1, $s0, $s2     # j = i + k
```