```
Q1) Convert the following C code to MIPS:
int globalValue = 10;
void main()
      globalValue = addToGlobal(5);
}
int addToGlobal(int num)
     if (num == globalValue)
            return num + 10;
      else
            return 0;
}
Answer to Q1;
.data
      globalValue: .word 10
.text
      main:
      addi $a0, $zero, 5
                                  # 1st argument = 5
     jal addToGlobal
                                    # call function
      sw $v0, globalValue($zero)
                                   # globalValue = v0 (returned value)
      addi $v0, $zero, 10
                                    \# \lor 0 = 10 (to exit program)
      syscall
                                    # exit Program
      addToGlobal:
      lw $t0, globalValue($zero) # t0 = globalValue
                                    # if to != num goto ELSE
      bne $a0, $t0, ELSE
      addi $v0, $a0, 10 # return value = num + 10
     ir $ra
                                    # return to caller
      ELSE: addi $v0, $zero, 0
                                   # return value = 0
     ir $ra
                                    # return to caller
```

```
Q2) Convert the following C code to MIPS:
```

```
int val 1 = 10;
int val2 = 20;
int return Value;
int returnMax(int num1, int num2)
      if (num1 >= num2)
            return num1;
      else
            return num2;
}
void main()
      returnValue = returnMax(val1, val2);
Answer to Q2;
.data
      val1: .word 10
      val2: .word 20
      returnValue: .space 4
.text
      main:
            lw $a0, val1($zero)
                                            # 01. Load the content of val1 to a0
            lw $a1, val2($zero)
                                            # 02. Load the content of val2 to a2
            jal returnMax
                                            # 03. Transfer control to 'returnMax'
            sw $v0, returnValue($zero)
                                            # 08. Assign 'returnValue' v0
            addi $v0, $zero, 10
                                            # 09. Quit program step 1
                                            # 10. Quit program step 2
            syscall
      returnMax:
            slt $t0, $a0, $a1
                                            # 04. Evaluate boolean expression
            bne $t0, $zero, ELSE
                                            # 05. Evaluate boolean expression
            add $v0, $a0, $zero
                                            # 06a. Place a0 in v0; to be returned
            ir $ra
                                            # 07a. Go back to 'main'
            ELSE: add $v0, $a1, $zero
                                            # 06b. Place a1 in v0; to be returned
            jr $ra
                                            # 07b. Go back to 'main'
```

```
Q3) Convert the following C code to MIPS:
void iniArray(int array[], int arraySize, int value)
      int i:
      for (i = 0; i < arraySize; i + +)
            arrau[i] = value;
}
void main()
      int myArray[100];
      iniArray(myArray, 100, 5);
}
.text
      main:
            addi $sp, $sp, -400
                                    # Allocate space for the array
            addi $a0, $sp. 0
                                     # a0 points to the array; 1st argument
            addi $a1, $zero, 100
                                      # a1 is assigned 100; 2nd argument
            addi $a2, $zero, 5
                                      # a2 is assigned 5; 3rd argument
                                      # Transfer control to 'iniArray'
            jal iniArray
            addi $v0, $zero, 10
            syscall
      iniArray:
            addi $t0, $zero, 0
                                            # int i = 0; needed for the loop
            mainLoop:
            slt $t1, $t0, $a1
                                            # Evaluate boolean expression
            bne $1, $zero, beginLoop
                                            # if i < arraySize, go to 'beginLoop'
                                            # Condition false; quit the function
            ir $ra
            beginLoop:
            add $t2, $zero, $a0
                                            # place base address of array in t2
            add $t2, $t2, $t0
                                            #t2 = t2 + i * We add i four
            add $t2, $t2, $t0
                                            # t2 = t2 + i * times to account for
            add $t2, $t2, $t0
                                            # t2 = t2 + i * the offset in butes
            add $t2, $t2, $t0
                                            # t2 = t2 + i * Ex. on next line;
            # array[i] becomes address of 'array'+i+i+i+i (counting in bytes)
                                            \# a[i] = a2
            sw $a2, 0($t2)
            addi $t0, $t0, 1
                                            \# i = i + 1
            i mainLoop
                                            # Go to beginning of loop
```