

# Basic Array Example

COS1004 Lecture 9.4

# Iterating through an array

- Consider this psuedo code – what is it doing ?

```
numarray[10]: {3, 2, 5, 3, 5, 6, 1, 2, 4, 9}
```

```
sum = 0
```

```
i = 0
```

```
while (i < 10) do
```

```
    sum = sum + numarray[i]
```

```
    i = i + 1;
```

```
end while
```

# Iterating through an array

- Consider this psuedo code – what is it doing ?

```
numarray[10]: {3, 2, 5, 3, 5, 6, 1, 2, 4, 9}
```

```
sum = 0
```

```
i = 0
```

```
while(i < 10) do
```

```
    sum = sum + numarray[i]
```

```
    i = i + 1;
```

```
end while
```

It's defining an array of 10 integers and summing the values

# Iterating through an array

- Lets do this in Assembly code
- First, define the array with some labels:

```
arraysize: 40  
numarray: .Word 3  
2  
5  
3  
5  
6  
1  
2  
4  
9
```

# Iterating through an array

- Lets do this in Assembly code
- Next, initialise some registers:

```
MOV R0, #numarray
MOV R1, #0      // index
MOV R2, #0      // sum
HALT
```

```
arraysize: 40
```

```
numarray: .Word 3  2  5  3  5  6  1  2  4  9    // ←-
```

these should be one per line in actual code

# Iterating through an array

- Lets do this in Assembly code
- Next, setup a label and conditional branch for looping

```
MOV R0, #numarray
MOV R1, #0      // index
MOV R2, #0      // sum
arrayloop:
CMP R1, #arraysize
BLT arrayloop
HALT
arraysize: 40      // 10 * 4 bytes
numarray: .Word 3 2 5 3 5 6 1 2 4 9    // ←- these should be one per
line in actual code
```

# Iterating through an array

- Lets do this in Assembly code
- Next, insert code to access each item in array and increment index

```
MOV R0, #numarray
MOV R1, #0      // index
MOV R2, #0      // sum
arrayloop:
LDR R3, [R0 + R1]      // access array item at current index (R1)
ADD R1, R1, #4         // increment index to next 32 bit word
CMP R1, #arraysize
BLT arrayloop
HALT

arraysize: 40    // 10 * 4 bytes
numarray: .Word 3  2  5 3 5  6  1 2 4 9    // ←- these should be one per line in actual code
```

# Iterating through an array

- Lets do this in Assembly code
- Next, insert code to access each item in array and increment index

```
MOV R0, #numarray
MOV R1, #0      // index
MOV R2, #0      // sum
arrayloop:
LDR R3, [R0 + R1]      // access array item at current index (R1)
ADD R1, R1, #4         // increment index to next 32 bit word
CMP R1, #arraysize
BLT arrayloop
HALT
arraysize: 40 // 10 * 4 bytes
numarray: .Word 3 2 5 3 5 6 1 2 4 9 // ←- these should be one per line in actual code
```



# Iterating through an array

- Lets do this in Assembly code
- Finally, add each value to the accumulating “sum”

```
MOV R0, #numarray
MOV R1, #0      // index
MOV R2, #0      // sum accumulator
arrayloop:
LDR R3, [R0 + R1]      // access array item at current index (R1)
ADD R2, R2, R3         // add value to accumulator (R2)
ADD R1, R1, #4         // increment index to next 32 bit word
CMP R1, #arraysize
BLT arrayloop
HALT

arraysize: 40          // 10 * 4 bytes
numarray: .Word 3 2 5 3 5 6 1 2 4 9 ←- these should be one per line in actual code
```