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Practice Question

Sub Code: 19CS211

Sub Title: COA

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Practice Lab

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- 1) Write a program in MIPS that contains a procedure which takes one argument - an integer greater than or equal to zero which specifies which element of the Fibonacci sequence is to be returned. The procedure must be recursive and return the correct Fibonacci value. Your final Fibonacci value should be stored in the register \$t1.

Code: (done factorial)

Here is a recursive implementation of factorial, first in C, then in assembly:

```
# int factorial (int n){  
#   if (n < 2) return 1;  
#   return (n * factorial (n-1)); /* n! = n * (n-1)! */  
# }
```

.text

.globl main

factorial:

```
    bgtz $a0, doit  
    li $v0, 1    # base case, 0! = 1  
    jr $ra
```

doit:

```
    sub $sp, 8      # stack frame  
    sw $s0, 0($sp)  # will use for argument n  
    sw $ra, 4($sp)  # return address
```

```
    move $s0, $a0    # save argument
```

```

    sub $a0, 1      # n-1
    jal factorial    # v0 = (n-1)!
    mul $v0,$s0,$v0  # n*(n-1)!

    lw $s0,($sp)    # restore registers from stack
    lw $ra,4($sp)
    add $sp,8
    jr $ra
main:
    li $a0, 7      # set the argument for the factorial function to 7
    sub $sp, 4      # create the stack frame
    sw $ra,0($sp)   # save the return address
    jal factorial    # call factorial
    move $t1, $v0    # save the return value
    lw $ra,0($sp)   # restore the original return address
    add $sp,4
    jr $ra

```

- 2) Write a MIPS program that given a number N and N integers can print the integers in a sorted order using Bubble Sort. Bubble Sort algorithm involves swapping of two numbers. Write a procedure for swapping two numbers separately and use it in the sort function.

Code :

```

.text
.globl main
main:    la $a0, Array
loop:    lw $t0, 0($a0)
         lw $t1, 4($a0)
         blt $t1, $t0, swap
         addi $a0, $a0, 4
         j loop
swap:    sw $t0, 4($a0)
         sw $t1, 0($a0)
         li $a0, 0
         j loop

.data

Array:   .word 14, 12, 13, 5, 9, 11, 3, 6, 7, 10, 2, 4, 8, 1

```

- 3) Write a MIPS program to convert a user given integer to a binary number. Consider both the positive and negative integers. In case of a negative integer, the output has to be in 2's complement form. Print the binary number as a string.

Practice problems :

1.

A demonstration of some simple MIPS instructions
used to test QtSPIM

Declare main as a global function
.globl main

All program code is placed after the
.text assembler directive
.text

The label 'main' represents the starting point
main:

li \$t2, 25	# Load immediate value (25)
lw \$t3, value	# Load the word stored in value (see bottom)
add \$t4, \$t2, \$t3	# Add
sub \$t5, \$t2, \$t3	# Subtract
sw \$t5, Z	#Store the answer in Z (declared at the bottom)

Exit the program by means of a syscall.
There are many syscalls - pick the desired one
by placing its code in \$v0. The code for exit is "10"
li \$v0, 10 # Sets \$v0 to "10" to select exit syscall
syscall # Exit

All memory structures are placed after the
.data assembler directive
.data

The .word assembler directive reserves space
in memory for a single 4-byte word (or multiple 4-byte words)
and assigns that memory location an initial value
(or a comma separated list of initial values)

value: .word 12

Z: .word 0