

Assignment 2

1) Signed System:

$\$s1 = 0x21AC = (0010\ 0001\ 1010\ 1100) = 8620$

$\$s2 = 0x8C15 = (1000\ 1100\ 0001\ 0101) = -29675$

$\$s3 = ?$

a) add $\$s3, \$s1, \$s2$

```

      0010 0001 1010 1100 (8620)
+    1000 1100 0001 0101 (-29675)
-----
 $\$s3 = 1010\ 1101\ 1100\ 0001\ (-21055) = 0xADC1$ 

```

b) slt $\$s3, \$s1, \$s2$

If $\$s1 < \$s2$ then $\$s3$ is set to 1. Otherwise it is set to 0. In this case $\$s1$ is greater than $\$s2$, therefore $\$s3 = 0$.

c) sub $\$s3, \$s2, \$s1$ -----> $-29675 + (-8620)$

```

      0010 0001 1010 1100 (8620)
      1101 1110 0101 0011 (1's compliment)
                1 (add 1)
      1101 1110 0101 0100 (-8620)
+    1000 1100 0001 0101 (-29675)
-----
 $\$s3 = 1\ 0110\ 1010\ 0110\ 1001\ (-38295) = 0x16A69$ 

```

2)

a) $Y[10] = Y[3] + 8$

```

la $s0, Y
lw $t1, 12($s0)
addi $t1, $t1, 8
sw $t1, 40($s0)

```

b) $a = b - 5$ ($a = \$t2, b = \$t1$)

```

li $t0, 5
sub $t2, $t1, $t0

```

c) $k = 3 * m + 2$ ($m = \$t1, k = \$t3$)

```

li $t0, 3
mult $t0, $t1
mflo $t2

```

addi \$t3, \$t2, 2

d) a++ (a = \$t0)
addi \$t0, \$t0, 1

3)

For the following code segment write the machine language representation of each instruction in binary. The instruction codes are add->32, beq->4, addi->8, lw->35, j->2. Assume that Loop has the address of 0x4CB23

Loop:		0000 0000 0000 0100 1100 1011 0010 0011 (address of loop)
beq	\$t1, \$t2, done	000100-01001-01010-0000 0000 0000 0101 (4-9-10-5)
lw	\$s1, 0(\$t0)	100011-01000-10001-0000 0000 0000 0000 (35-8-17-0)
add	\$s0, \$s1, \$s0	000000-10001-10000-10000-00000-100000 (0-17-16-16-0-32)
addi	\$t1, \$t1, 1	000100-01001-01001-0000 0000 0000 0001 (8-9-9-1)
addi	\$t0, \$t0, 4	000100-01000-01000-0000 0000 0000 0100 (8-8-8-4)
j	Loop	000010-00 0000 0100 1100 1011 0010 0011 (2-0x4CB23)
done:		0000 0000 0000 0100 1100 1011 0011 1111 (address of done)

4)

“jal sub1” means jump and link “sub1” subroutine. Once that is called then the address of the next line of code after “jal sub1” is stored in \$ra as the return address. The program then jumps to subroutine “sub1”, does what it needs to do and then when “jr \$ra” is called, this is telling the pointer to go to the address that is in \$ra, which is the address of where we left off in main.

Programming Questions

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#Assignment 2

```
.data
    array: .space 80
    str0: .asciiz "\nPlease enter the size of your array (1-19): "
    str1: .asciiz "Sorry invalid entry.\n"
    str2: .asciiz "\nElement #"
    str3: .asciiz ": "
    str4: .asciiz "\n\nThe array in reverse order is:"
.text
```

main:

la \$s3, array

li \$v0, 4

la \$a0, str0

syscall

jal readNum #jumps to readNum subroutine

```
addi $s0, $v0, 0    #stores input into $s0 after returning from readNum
addi $a0, $s0, 0    #stores array size into $a0 to send to verifySize
```

```
jal verifySize      #jumps to verifySize subroutine
addi $s1, $v0, 0    #true or false value from verifySize
```

```
bne $s1, $0, proceed
```

```
li $v0, 4
la $a0, str1
syscall
```

```
j main
```

proceed:

```
addi $a0, $s0, 0    #loads array size to pass
jal createArray
```

```
addi $a0, $s0, 0
jal printArray
```

```
addi $a0, $s0, 0
jal reverseArray
```

```
addi $a0, $s0, 0
jal printArray
```

```
j exits
```

readNum:

```
li $v0, 5
syscall          #user inputs size of array
```

```
jr $ra
```

verifySize:

```
li $t1, 20        #maximum
addi $t0, $a0, 0   #loads user input into $t0
```

check1:

```
bgt $t0, $0, check2  #checks to see if greater than 0
```

```
addi $v0, $0, 0      #returns false if less than 0
```

```
jr $ra
```

check2:

```
blt $t0, $t1, returnTrue  #checks to see if less than 20
```

addi \$v0, \$0, 0 #returns false if less greater than 20

jr \$ra

returnTrue:

addi \$v0, \$t0, 1 #returns true if 0<input<20

jr \$ra

createArray:

addi \$t0, \$0, 0 #count

addi \$t1, \$a0, 0 #array size

la \$s3, array #loads address of array into \$s3

sub \$sp, \$sp, 4

sw \$ra, 0(\$sp) #saves return address to stack pointer

makingArray:

beq \$t0, \$t1, returnMain

jal readNum

addi \$s2, \$v0, 0 #saves input into \$s2

j checkNumPositive

checkNumPositive:

sgt \$t4, \$s2, \$0 #sets \$t4 to 1 if number is greater than 0

bne \$t4, \$0, divisibleBy3

li \$v0, 4

la \$a0, str1

syscall

j makingArray

divisibleBy3:

li \$t4, 3

div \$s2, \$t4

mfhi \$t5

seq \$t6, \$t5, \$0

beq \$t6, \$0, makingArray

sw \$s2, 0(\$s3)

addi \$t0, \$t0, 1

addi \$s3, \$s3, 4

j makingArray

returnMain:

lw \$ra 0(\$sp)
addi \$sp, \$sp, 4
jr \$ra

reverseArray:

addi \$t0, \$0, 1 #count
addi \$s0, \$a0, 0 #array size
la \$t3, array #address of array
la \$t4, array #address of array
li \$t1, 4

mult \$s0, \$t1
mflo \$t2
sub \$t2, \$t2, 4
add \$t4, \$t4, \$t2
loop:
ble \$t4, \$t3, endReverse

lw \$t5, 0(\$t3)
lw \$t6, 0(\$t4)

sw \$t5, 0(\$t4)
sw \$t6, 0(\$t3)

addi \$t3, \$t3, 4
sub \$t4, \$t4, 4

j loop

endReverse:

li \$v0, 4
la \$a0, str4
syscall

jr \$ra

printArray:

addi \$t0, \$0, 1
addi \$s0, \$a0, 0
la \$t3, array

start:

bgt \$t0, \$s0, returnMain1
lw \$t4, 0(\$t3)

```
li $v0, 4
la $a0, str2
syscall
```

```
li $v0, 1
addi $a0, $t0, 0
syscall
```

```
li $v0, 4
la $a0, str3
syscall
```

```
li $v0, 1
addi $a0, $t4, 0
syscall
```

```
addi $t0, $t0, 1
addi $t3, $t3, 4
```

```
j start
```

```
returnMain1:
jr $ra
```

exits:

```
li $v0, 10
syscall
```