

### Assignment 1

- 1)      $-26 - 35 =$      26: 0000 0000 0001 1010  
                               1111 1111 1110 0101 (1's compliment)  
    1 (add 1)  
                               -26: 1111 1111 1110 0110
- 35: 0000 0000 0010 0011  
                               1111 1111 1101 1100 (1's compliment)  
    1 (add 1)
- 35: 1111 1111 1101 1101  
                               -26: 1111 1111 1110 0110  
    1111 1111 1100 0011 (result = -61)

- 2)     What the following code is doing is giving us the square of the input divided by 2. If the input is odd then if it divides the input by 2 and rounds up and gives us the square of that number.

For Example:

INPUT	OUTPUT
1,2	1
3,4	4
5,6	9
7,8	16

- 3)

# Assignment 1 - Question 3

```
.data
location1: .word 45, 67      #first memory location
location2: .word 78, 90     #second memory location
```

```
.text
```

main:

```
la $s0, location1      #loads the address of location1 into $s0
la $s1, location2      #loads the address of location2 into $s1

lw $t0, 0($s0)         #loads the first number of location1 (45) into $t0
lw $t1, 0($s1)         #loads the first number of location2 (78) into $t1
```

sw \$t0, 0(\$s1)	#replaces first number of location2 with first number of location1
sw \$t1, 0(\$s0)	#replaces first number of location1 with first number of location2
lw \$t0, 4(\$s0)	#loads the second number of location1 (67) into \$t0
lw \$t1, 4(\$s1)	#loads the second number of location2 (90) into \$t1
sw \$t0, 4(\$s1)	#replaces second number of location2 with second number of location1
sw \$t1, 4(\$s0)	#replaces second number of location1 with second number of location2
li \$v0, 10	#exit
syscall	

# END OF PROGRAM

4) Convert to hexadecimal:

0000 0001 1111 1000 0010 0001 1100 1111 =  
 0-1-15-8-2-1-12-15 (decimal representation for every 4 bits)

Hexadecimal Representation: 01E821CE

5) li \$s1, 4000000  
 lw \$s0, 44(\$s1)  
 add \$t0, \$s0, \$t0  
 sw \$t0, 40(\$s1)