

```

1 add x1,x0,x0
2 addi x11,x0,6
3 sw x11,0(x1)
4 addi x11,x0,-1
5 sw x11,4(x1)
6 addi x11,x0,5
7 sw x11,8(x1)
8 addi x11,x0,-3
9 sw x11,12(x1)
10 addi x11,x0,0
11 sw x11,16(x1)
12 addi x11,x0,7
13 sw x11,20(x1)
14 addi x11,x0,8
15 sw x11,24(x1)
16 addi x11,x0,-2
17 sw x11,28(x1)
18 addi x11,x0,1
19 sw x11,32(x1)
20 addi x11,x0,3
21 sw x11,36(x1)
22 add x19,x1,x0
23 lw x18,0(x19)
24 addi x12,x0,4
25 slti x13,x12,40
26 beq x13,x0,24
27 add x14,x1,x12
28 lw x17,0(x14)
29 bge x18,x17,12
30 add x18,x0,x17
31 addi x12,x12,4
32 jalr x20,96(x20)
33

```

program. × + − □ ×

File Edit View ⚙

```

000000B3
00600593
00B0A023
FFF00593
00B0A223
00500593
00B0A423
FFD00593
00B0A623
00000593
00B0A823
00700593
00B0AA23
00800593
00B0AC23
FFE00593
00B0AE23
00100593
02B0A023
00300593
02B0A223
000089B3
0009A903
00400613
02862693
02068863
00C08733
00072883
01195863
01100933
00460613

```

Ln 4, Col 9 80% Windows (CRLF) UTF-8

```

1 #include <stdio.h>
2
3 int main() {
4     int arr[10] = {6, -1, 5, -3, 0, 7, 8, -2, 1, 3};
5     int max = arr[0];
6
7     for (int i = 1; i < 10; i++) {
8         if (arr[i] > max) {
9             max = arr[i];
10        }
11    }
12
13    return 0;
14 }
15

```

PROBLEMS 2 OUTPUT DEBUG CONSOLE

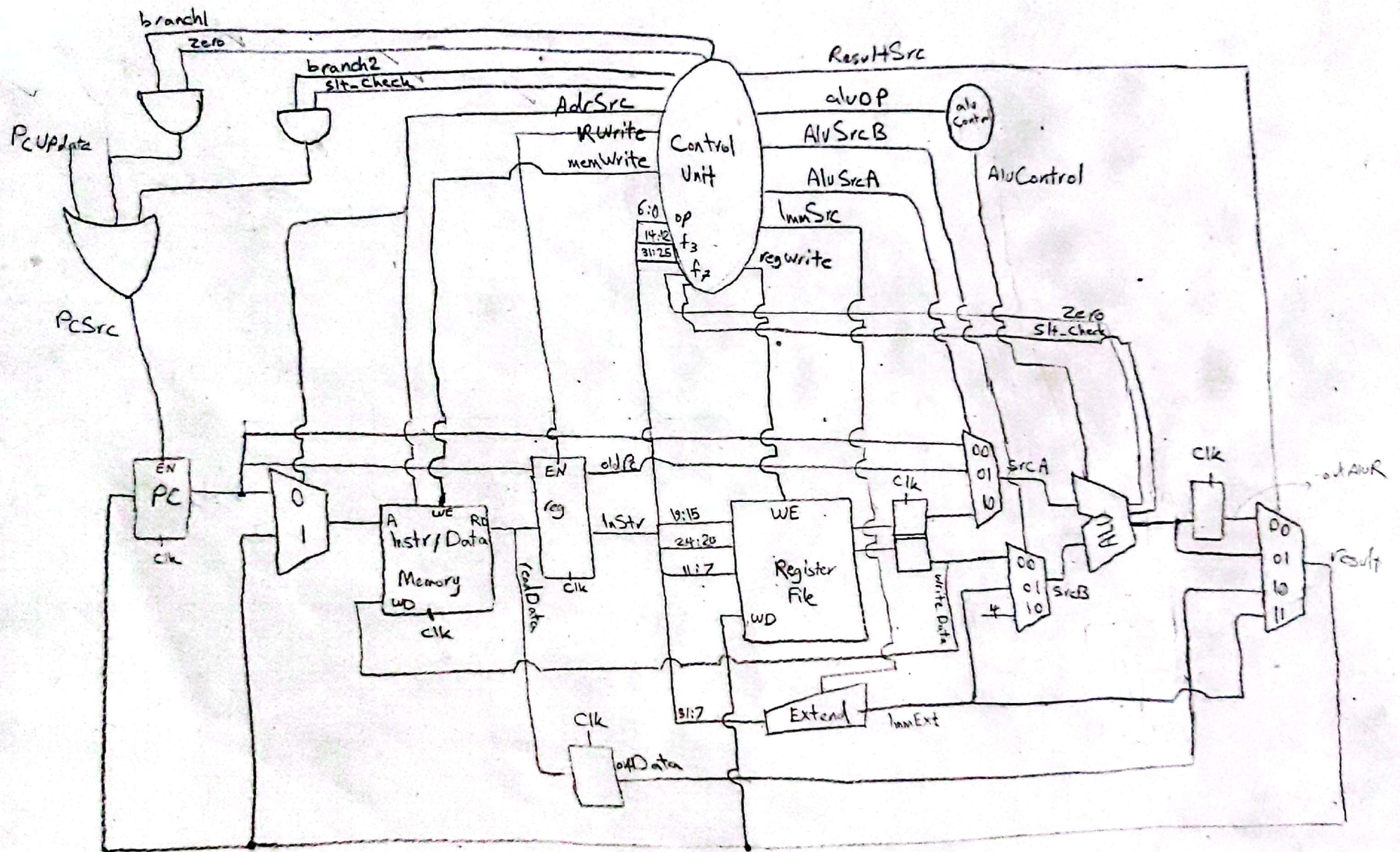
Engine-In-erniame4.hd0' '--stdout=Mi

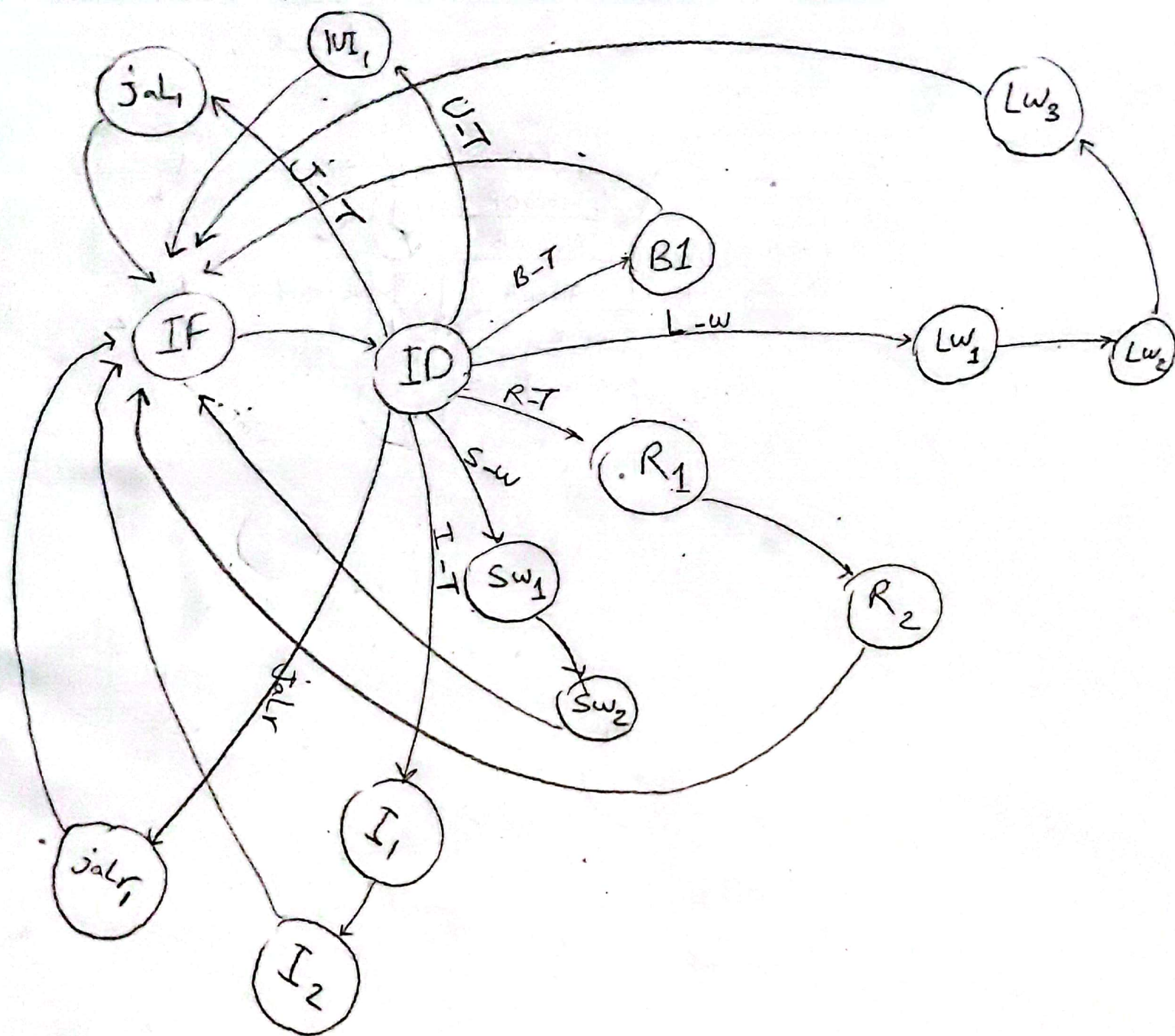
ror-qgusdgp2.dei' '--pid=Microsoft-MIEngine-Pid-2313dchv.biy' '--dbgExe=C:\Users\abdoli\Downloads\mingw\bin\gdb.exe' '--interpreter=mi'

PS C:\Users\abdoli\Documents\pycharm\c to risc> & 'c:\Users\abdoli\.vscode\extensions\ms-vscode.cpptools-1.16.0-win32-x64\debugAdapters\bin\WindowsDebugLauncher.exe'

soft-MIEngine-Error-qgusdgp2.dei' '--pid=Microsoft-MIEngine-Pid-2313dchv.biy' '--

نيل





کست

	adrSrc	IRwrite	resltSrc	memwrite	immSrc	regwrite	aluSrcA	aluSrcB	pcUpdate	aluControl	branch1	branch2
IF	0	1	1	0	0	0	0	2	1	رجب 3 + آدر bne رجب 1 : bne	0	0
ID	0	0	0	0	2	0	1	1	0	"	0	0
R ₁	0	0	0	0	0	0	2	0	0	"	0	0
R ₂	0	0	0	0	0	1	0	0	0	"	0	0
LW ₁	0	0	0	0	0	0	2	1	0	"	0	0
LW ₂	1	0	0	0	0	0	0	0	0	"	0	0
LW ₃	0	0	2	0	0	1	0	0	0	"	0	0
SW ₁	0	0	0	0	1	0	2	1	0	"	0	0
SW ₂	1	0	0	1	0	0	0	0	0	"	0	0
I ₁	0	0	0	0	0	0	2	1	0	"	0	0
I ₂	0	0	0	0	0	1	0	0	0	"	0	0
UI ₁	0	0	3	0	3	1	0	0	0	"	0	0
B ₁	0	0	0	0	0	0	2	0	0	"	0	0
JAR	0	0	1	0	0	0	2	1	1	"	0	0
JAL	0	0	1	0	4	0	1	0	1	"	0	0