

```
1  vecAdd1:  add    $v0, $0, $0
2             lui    $t1, 0x8000
3             lui    $t2, 0x9000
4  next:     lw     $t3, 0($t1)
5             add    $v0, $v0, $t3
6             addi   $t1, $t1, 4
7             bne    $t1, $t2, next
8             jr     $ra
```