

```
10  vecAdd2:  add    $v0, $0, $0
11           lui    $t1, 0x8000
12           lui    $t2, 0xC000
13  next:    lw     $t3, 0($t1)
14           add    $v0, $v0, $t3
15           addi   $t1, $t1, 16
16           bne    $t1, $t2, next
17           jr     $ra
```