

```
#####
# Title: Assign02P3                      Author: Samuel Wait
# Class: CS 2318-23?, Spring 2023      Submitted: 4/22/2023
#####
# Program: MIPS translation of a given C++ program
#####
# Pseudocode description: supplied a2p2_SampSoln.cpp
#####

a1:
a2:
a3:
einStr:
moStr:
eiStr:
emiStr:
begA1Str:
amlA1Str:
procA1Str:
procA2Str:
procA3Str:
dacStr:
d1Str:
byeStr:

.data
.space 48
.space 48
.space 48
.asciiz "Enter integer #"
.asciiz "Max of "
.asciiz " ints entered..."
.asciiz "Enter more ints? (n or N = no, others = yes)"
.asciiz "beginning a1: "
.asciiz "a1 (dups<=1): "
.asciiz "processed a1: "
.asciiz "          a2: "
.asciiz "          a3: "
.asciiz "Do another case? (n or N = no, others = yes) "
.asciiz "===== "
.asciiz "bye..."

.text
.globl main

main:

#####
# Register usage:
#####
# $a0: short-lived holder (to locally comment)
# $a1: endPtr1
# $a2: endPtr2
# $a3: endPtr3
# $t0: endPtr11
# $t1: used1
# $t2: used2
# $t3: used3
# $t4: hopPtr1
# $t5: hopPtr2
# $t6: hopPtr11
# $t7: hopPtr3
# $t8: reply or sum (non-overlappingly)
# $t9: found or truncAvg (non-overlappingly)
# $v0: short-lived holder (to locally comment)
# $v1: short-lived holder (to locally comment)
#####

#while (reply != 'n' && reply != 'N')

begW1:#      {

#while (reply != 'n' && reply != 'N')

begW2:#      {

.data
.space 48
.space 48
.space 48
.asciiz "Enter integer #"
.asciiz "Max of "
.asciiz " ints entered..."
.asciiz "Enter more ints? (n or N = no, others = yes)"
.asciiz "beginning a1: "
.asciiz "a1 (dups<=1): "
.asciiz "processed a1: "
.asciiz "          a2: "
.asciiz "          a3: "
.asciiz "Do another case? (n or N = no, others = yes) "
.asciiz "===== "
.asciiz "bye..."

.text
.globl main

#reply = 'y';
li $t8, 'y'

j WTest1

#used1 = 0;
li $t1, 0
#hopPtr1 = a1;
la $t4, a1

j WTest2

#cout << endl;
li $v0, 11
li $a0, '\n'
syscall
#cout << einStr;
li $v0, 4
la $a0, einStr
syscall

#cout << (used1 + 1);
li $v0, 1
addi $a0, $t1, 1
syscall

#cout << ':' << ' ';
li $v0, 11
```

```

        li $a0, ':'
        syscall

        #cin >> *hopPtr1;
        li $v0, 5
        syscall
        sw $v0, 0($t4)

        #++used1;
        addi $t1, $t1, 1

        #++hopPtr1;
        addi $t4, $t4, 4

        #cout << endl;
        li $v0, 11
        li $a0, '\n'
        syscall

        #//if (used1 < 12)
        #if ((used1 >= 12)) goto else1;
        li $v1, 12
        bge $t1, $v1, else1

begI1:#        {

        #cout << emiStr;
        li $v0, 4
        la $a0, emiStr
        syscall

        #cin >> reply;
        li $v0, 12
        syscall
        move $t8, $v0
        j endI1

        #else

        #cout << moStr << 12 << eiStr << endl;
        li $v0, 4
        la $a0, moStr
        syscall
        li $v0, 1
        li $a0, 12
        syscall
        li $v0, 4
        la $a0, eiStr
        syscall
        li $v0, 11
        li $a0, '\n'
        syscall

        #reply = 'n';
        li $t8, 'n'

        if (reply != 'n' && reply != 'N') goto begW2;
        #if (reply == 'n') goto xitW2;
        li $v1, 'n'
        beq $t8, $v1, xitW2
        #if (reply != 'N') goto begW2;
        li $v1, 'N'
        bne $t8, $v1, begW2

        #cout << begA1Str;
        li $v0, 4
        la $a0, begA1Str
        syscall

        #//if (used1 > 0)
        #if (used1 <= 0) goto endI2;
        li $v1, 0
        ble $t1, $v1, endI2

        #hopPtr1 = a1;

endI1:#//        }
//WTest2:
WTest2:

endW2:#//        }
xitW2:

begI2:#//        {

```

```

//do
begDW1://
{

endDW1://
}

//while (hopPtr1 < endPtr1);
DWTest1:

endI2://
}

begI3://
{

//while (hopPtr1 < endPtr1)

begW3://
{

//for (hopPtr2 = hopPtr1 + 1; hopPtr2 < endPtr2; ++hopPtr2)

begF1://
{

begI4://
{

begI5://
{

```

```

la $t4, a1

#endPtr1 = a1 + used1;
sll $v1, $t1, 2
add $a1, $v1, $t4

#cout << *hopPtr1 << ' ' << ' ';
li $v0, 1
lw $a0, 0($t4)
syscall
li $v0, 11
li $a0, ' '
syscall
syscall

#++hopPtr1;
addi $t4, $t4, 4

#if (hopPtr1 < endPtr1) goto begDW1;
blt $t4, $a1, begDW1

#cout << endl;
li $v0, 11
li $a0, '\n'
syscall

#//if (used1 > 1)
#if (used1 <= 1) goto else3;
li $v1, 1
ble $t1, $v1, else3

#hopPtr1 = a1;
la $t4, a1

#endPtr1 = a1 + used1 - 1;
sll $a1, $t1, 2
add $a1, $a1, $t4
li $v1, -4
add $a1, $a1, $v1

j WTest3

#found = 0;
li $t9, 0

#endPtr2 = a1 + used1;
la $v0, a1
sll $v1, $t1, 2
add $a2, $v1, $v0

#hopPtr2 = hopPtr1 + 1;
li $v1, 4
add $t5, $t4, $v1

j FTest1

#//if (*hopPtr2 == *hopPtr1)
#if (*hopPtr2 != *hopPtr1) goto endI4;
lw $v0, 0($t5)
lw $v1, 0($t4)
bne $v0, $v1, endI4

#//if (found == 1)
#if (found != 1) goto else5;
li $v1, 1
bne $t9, $v1, else5

#endPtr3 = a1 + used1;
la $v0, a1
sll $a3, $t1, 2
add $a3, $a3, $v0

#//for (hopPtr3 = hopPtr2 + 1; hopPtr3 < endPtr3; ++hopPtr3)
#hopPtr3 = hopPtr2 + 1;
li $v1, 4

```

```

begF2:##//      {

FTest2:

endF2:##//      }

    ##//      }
    else5:##//    else
    ##//      {

endI5:##//      }
endI4:##//      }

FTest1:

endF1:##//      }

WTest3:

endW3:##//      }

    #cout << amldA1Str;
    li $v0, 4
    la $a0, amldA1Str
    syscall

    #//if (used1 > 0)
    #if (used1 <= 0) goto endI6;
    blez, $t1, endI6

begI6:##//      {

    #hopPtr1 = a1;
    la $t4, a1

    #endPtr1 = a1 + used1;
    sll $a1, $t1, 2
    add $a1, $a1, $t4

    do

    #cout << *hopPtr1 << ' ' << ' ';
    li $v0, 1
    lw $a0, 0($t4)
    syscall
    li $v0, 11
    li $a0, ' '
    syscall
    syscall
    #++hopPtr1;
    addi $t4, $t4, 4

    #//while (hopPtr1 < endPtr1);
    #if (hopPtr1 < endPtr1) goto begDW2;
    blt $t4, $a1, begDW2

endDW2:##//      }

DWTest2:

endI6:##//      }

```

```

add $t7, $t5, $v1

j FTest2

#*(hopPtr3 - 1) = *hopPtr3;
lw $v1, 0($t7)
sw $v1, -4($t7)

#++hopPtr3;
li $v0, 4
add $t7, $t7, $v0

#if (hopPtr3 < endPtr3) goto begF2;
blt $t7, $a3, begF2

#--used1;
addi $t1, $t1, -4
#--endPtr1;
addi $a1, $a1, -4
#--endPtr2;
addi $a2, $a2, -4
#--endPtr3;
addi $a3, $a3, -4
#--hopPtr2;
addi $t5, $t5, -4
j endI5

#++found;
addi $t9, $t9, 1

#++hopPtr2;
addi $t5, $t5, 4
#if (hopPtr2 < endPtr2) goto begF1;
blt $t5, $a2, begF1

#++hopPtr1;
addi $t4, $t4, 4
#if (hopPtr1 < endPtr1) goto begW3;
blt $t4, $a1, begW3

    #cout << amldA1Str;
    li $v0, 4
    la $a0, amldA1Str
    syscall

    #//if (used1 > 0)
    #if (used1 <= 0) goto endI6;
    blez, $t1, endI6

    #hopPtr1 = a1;
    la $t4, a1

    #endPtr1 = a1 + used1;
    sll $a1, $t1, 2
    add $a1, $a1, $t4

    do

    #cout << *hopPtr1 << ' ' << ' ';
    li $v0, 1
    lw $a0, 0($t4)
    syscall
    li $v0, 11
    li $a0, ' '
    syscall
    syscall
    #++hopPtr1;
    addi $t4, $t4, 4

    #//while (hopPtr1 < endPtr1);
    #if (hopPtr1 < endPtr1) goto begDW2;
    blt $t4, $a1, begDW2

    #cout << endl;
    li $v0, 11
    li $a0, '\n'

```

```

begI7:##//      {

                                syscall

                                #//if (used1 > 0)
                                #if (used1 <= 0) goto endI7;
                                blez $t1, endI7

                                #sum = 0;
                                li $t8, 0

                                #hopPtr1 = a1 + used1 - 1;
                                la $v1, a1
                                add $t4, $v1, $t1
                                li $v0, -4
                                add $t4, $t4, $v0

                                #endPtr1 = a1;
                                la $a1, a1

                                do

                                #sum += *hopPtr1;
                                lw $v1, 0($t4) #memory alignment error here, not sure why
                                add $t8, $t8, $v1
                                #--hopPtr1;
                                li $v0, -4
                                add $t4, $t4, $v0

                                #//while (hopPtr1 >= endPtr1);

                                #if (hopPtr1 >= endPtr1) goto begDW3;
                                bge $t4, $a1, begDW3

                                #truncAvg = sum / used1
                                div $t8, $t1
                                mflo $t9

                                #used2 = 0;
                                li $t2, 0
                                #used3 = 0;
                                li $t3, 0

                                #hopPtr2 = a2;
                                la $t5, a2

                                #hopPtr3 = a3;
                                la $t7, a3

                                #endPtr1 = a1 + used1;
                                sll $a1, $t1, 2
                                la $v1, a1
                                add $a1, $a1, $v1

                                #//for (hopPtr1 = a1; hopPtr1 < endPtr1; ++hopPtr1)

                                #hopPtr1 = a1;
                                la $t4, a1
                                j FTest3

                                #//if (*hopPtr1 != truncAvg)
                                #if (*hopPtr1 == truncAvg) goto endI8;
                                lw $v0, 0($t4)
                                beq $v0, $t9, endI8

                                #//if (*hopPtr1 < truncAvg)

                                #if (*hopPtr1 >= truncAvg) goto else9;
                                lw $v0, 0($t4)
                                bge $v0, $t9, else9

                                #*hopPtr2 = *hopPtr1;
                                lw $v0, 0($t4)
                                sw $v0, 0($t5)
                                #++used2;
                                addi $t2, $t2, 1
                                #++hopPtr2;
                                addi $t5, $t5, 4
                                j endI9

```

```

//          }
else9://    else
//          {

                                #*hopPtr1 = *hopPtr1;
                                lw $v0, 0($t4)
                                sw $v0, 0($t7)
                                #++used3;
                                addi $t3, $t3, 1
                                #++hopPtr3;
                                addi $t7, $t7, 4

endI9://          }

                                #endPtr11 = a1 + used1;
                                sll $t0, $t1, 2
                                la $v1, a1
                                add $t0, $t0, $v1
                                #//for (hopPtr11 = hopPtr1 + 1; hopPtr11 < endPtr11; ++hopPtr11)

                                #hopPtr11 = hopPtr1 + 1;
                                li $v0, 4
                                add $t6, $t4, $v0
                                j FTest4

begF4://          {

                                #*(hopPtr11 - 1) = *hopPtr11;
                                lw $v0, 0($t6)
                                sw $v0, -4($t6)
                                #++hopPtr11;
                                addi $t6, $t6, 4

FTest4:                                #if (hopPtr11 < endPtr11) goto begF4;
                                blt $t6, $t0, begF4

endF4://          }

                                #--used1;
                                addi $t1, $t1, -1
                                #--endPtr1;
                                addi $a1, $a1, -4
                                #--hopPtr1;
                                addi $t4, $t4, -4

endI8://          }

                                #++hopPtr1;
                                addi $t4, $t4, 4

FTest3:                                #if (hopPtr1 < endPtr1) goto begF3;
                                blt $t4, $a1, begF3

endF3://          }

                                #//if (used1 == 0)

                                #if (used1 != 0) goto endI10;
                                bnez $t1, endI10

begI10://          {

                                #*(a1+ 0) = truncAvg;
                                la $v1, a1
                                sw $t9, 0($v1)
                                #++used1;
                                addi $t1, $t1, 1

endI10://          }
endI7://          }

//          }
else3://    else
//          {

                                #hopPtr1 = a1;
                                la $t4, a1
                                #cout << a1dA1Str;
                                li $v0, 4
                                la $a0, a1dA1Str
                                syscall
                                #cout << *hopPtr1;
                                li $v0, 1
                                lw $a0, 0($t4)
                                syscall

                                #cout << endl;
                                li $v0, 11
                                li $a0, '\n'
                                syscall

```

```

endI13:##//      }

#used2 = 0;
li $t2, 0
#used3 = 0;
li $t3, 0

#cout << procA1Str;
li $v0, 4
la $a0, procA1Str
syscall
#//if (used1 > 0)
#if (used1 <= 0) goto endI11;
blez $t1, endI11

begI11:##//      {

#hopPtr1 = a1;
la $t4, a1

#endPtr1 = a1 + used1;
sll $a1, $t1, 2
add $a1, $a1, $t4

do

#cout << *hopPtr1 << ' ' << ' ';
li $v0, 1
lw $a0, 0($t4)
syscall
li $v0, 11
li $a0, ' '
syscall
syscall

#++hopPtr1;
addi $t4, $t4, 4

#//while (hopPtr1 < endPtr1);

#if (hopPtr1 < endPtr1) goto begDW4;
blt $t4, $a1, begDW4

endDW4:##//      }

DWTTest4:

endI11:##//      }

#cout << endl;
li $v0, 11
li $a0, '\n'
syscall
#cout << procA2Str;
li $v0, 4
la $a0, procA2Str
syscall

#//if (used2 > 0)
#if (used2 <= 0) goto endI12;
blez $t2, endI12

#hopPtr2 = a2;
la $t5, a2
#endPtr2 = a2 + used2;
sll $a2, $t2, 2
add $a2, $a2, $t5

do

#cout << *hopPtr2 << ' ' << ' ';
li $v0, 1
lw $a0, 0($t5)
syscall
li $v0, 11
li $a0, ' '
syscall
syscall

#++hopPtr2;
addi $t5, $t5, 4

#//while (hopPtr2 < endPtr2);
#if (hopPtr2 < endPtr2) goto begDW5;
blt $t5, $a2, begDW5

endDW5:##//      }

DWTTest5:

endI12:##//      }

```

```

begI13:##//      {

begDW6:##        {
                    li $v0, 1

endDW6:##        }

DWTest6:

endI13:##        }

##//WTest1:      if (reply != 'n' && reply != 'N') goto begW1;
WTest1:

endW1:           #}
xitW1:

```

```

#cout << endl;
li $v0, 11
li $a0, '\n'
syscall
#cout << procA3Str;
li $v0, 4
la $a0, procA3Str
syscall

##//if (used3 > 0)
#if (used3 <= 0) goto endI13;
blez, $t3, endI13

#hopPtr3 = a3;
la $t7, a3
#endPtr3 = a3 + used3;
sll $a3, $t3, 2
add $a3, $a3, $t7

#do

#cout << *hopPtr3 << ' ' << ' ';

lw $a0, 0($t7)
syscall
li $v0, 11
li $a0, ' '
syscall
syscall
#++hopPtr3;
addi $t7, $t7, 4

##//while (hopPtr3 < endPtr3);
#if (hopPtr3 < endPtr3) goto begDW6;
blt $t7, $a3, begDW6

#cout << endl;
li $v0, 11
li $a0, '\n'
syscall
#cout << dacStr;
li $v0, 4
la $a0, dacStr
syscall
#cin >> reply;
li $v0, 8
syscall
move $t8, $v0

#if (reply == 'n') goto xitW1;
li $v1, 'n'
beq $t8, $v1, xitW1
#if (reply != 'N') goto begW1;
li $v1, 'N'
bne $t8, $v1, begW1

#cout << d1Str << '\n';
li $v0, 4
la $a0, d1Str
syscall
li $v0, 11
li $a0, '\n'
syscall
#cout << byeStr << '\n';
li $v0, 4
la $a0, byeStr
syscall
li $v0, 11
li $a0, '\n'
syscall
#cout << d1Str << '\n';
li $v0, 4
la $a0, d1Str
syscall
li $v0, 11
li $a0, '\n'
syscall

```



```
#Exit  
li $v0, 10  
syscall
```