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1: #Sawyer Fenwick 6005011
2: #COSC 2P12 Assign_3
3: #PART C
4: #This program accepts one positive integer and determines the number of possible permu
tations
5: #based on the formula  $P(n,r) = n!/(n-r)!$ 
6:
7: .data
8: msg: .asciiz "Please Enter A Positive Integer 'n' For The Equation  $P(n,r) = n!/(n-r)!$ :
"
9: msg2: .asciiz "Error: Number Entered Is Negative."
10: str: .asciiz "P("
11: str2: .asciiz ","
12: str3: .asciiz ")= "
13: .text
14: main:
15:     la $a0, msg #load a0 with contents of msg
16:     li $v0, 4    #syscall print_str
17:     syscall
18:
19:     li $a0, 10   #load a0 with newline char
20:     li $v0, 11   #syscall print_char
21:     syscall
22:
23:     li $v0, 5    #syscall read_int
24:     syscall
25:
26:     move $t1, $v0 #t1 = input (n)
27:
28:     bltz $t1, error #if input is not positive throw error
29:
30:     addi $t1, $t1, 1 #add 1 to n so n = true input in inner loop
31: outer:
32:     beqz $t1, exit  #if n = 0, no more calculations end program
33:
34:     subi $t1, $t1, 1 #reduce n by 1
35:     move $t2, $t1    #t2 = r
36: inner:
37:     beqz $t2, outer  #if r = 0 jump back to outer loop
38:
39:     jal pnr         #calculate pnr
40:     jal print       #print result
41:
42:     subi $t2, $t2, 1 #reduce r by 1
43:     b inner         #return to inner loop
44: exit:
45:     li $v0, 10     #syscall exit
46:     syscall
47: pnr:
48:     addi $sp, $sp, -4 #adjust stack pointer to store return address and argument
49:     sw $ra, 0($sp)   #save ra
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50:
51:     move $a0, $t1
52:     jal factorial    #jump to factorial
53:     move $s1, $v0    #s1 = n!
54:
55:     sub $t3, $t1, $t2    #t3 = n - r
56:
57:     move $a0, $t3
58:     jal factorial    #jump to factorial
59:     move $s2, $v0    #s2 = (n-r)!
60:
61:     div $s3, $s1, $s2    #s3 = n!/(n-r)! (final answer)
62:
63:     lw $ra, 0($sp)      #load old ra for return
64:     addi $sp, $sp, 4    #adjust stack pointer back
65:     jr $ra
66: factorial:    #base case of factorial function
67:     addi $sp, $sp, -8    #adjust stack pointer to store return address and argument
68:     sw $s0, 4($sp)      #save $s0 onto the stack
69:     sw $ra, 0($sp)      #save $ra onto the stack
70:     bne $a0, 0, else
71:     addi $v0, $zero, 1    #return 1
72:     j return            #jump to return
73: else:
74:     move $s0, $a0        #backup a0
75:     addi $a0, $a0, -1    #reduce a0 by 1
76:     jal factorial        #jump to factorial
77:     mult $s0, $v0        #return n*fact(n-1)
78:     mflo $v0
79: return:
80:     lw $s0, 4($sp)      #load s0 off the stack
81:     lw $ra, 0($sp)      #get ra off the stack
82:     addi $sp, $sp, 8    #put the stack back
83:     jr $ra            #return
84: print:
85:     la $a0, str    #load a0 with contents of str
86:     li $v0, 4    #syscall print_str
87:     syscall
88:
89:     la $a0, ($t1)    #load a0 with integer n
90:     li $v0, 1    #syscall print_int
91:     syscall
92:
93:     la $a0, str2    #load a0 with contents of str2
94:     li $v0, 4    #syscall print_str
95:     syscall
96:
97:     la $a0, ($t2)    #load a0 with integer r
98:     li $v0, 1    #syscall print_int
99:     syscall
100:
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101:    la $a0, str3      #load a0 with contents of str3
102:    li $v0, 4         #syscall print_str
103:    syscall
104:
105:    la $a0, ($s3)      #load a0 with result of pnr
106:    li $v0, 1         #syscall print_int
107:    syscall
108:
109:    li $a0, 10         #load a0 with newline char
110:    li $v0, 11        #syscall print_char
111:    syscall
112:
113:    jr $ra            #return
114: error:
115:    la $a0, msg2       #load a0 with contents of msg2
116:    li $v0, 4         #syscall print_str
117:    syscall
118:
119:    li $a0, 10         #load a0 with newline char
120:    li $v0, 11        #syscall print_char
121:    syscall
122:
123:    b main            #return to main, ask for input again
```