

CSE 331 Computer Organization

Project 1 – MIPS Assembly

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First I wrote the c code of the problem. Then I translated the c code to mips assembly code. The C code is below:

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#include <stdio.h>
#include <string.h>

void main(){
    char *digits={"zero", "one", "two", "three", "four", "five", "six", "seven", "eight", "nine"};
    char *str=" 9I am 77 years old 2.0";
    int i,j,size2,k=0;
    int size=strlen(str);
    char neww[100];
    for(i=0;i<size;i++){
        if((str[i]<='9' && str[i]>'0' ) &&
            (i<=1 || str[i-2]>'9' || str[i-2]<'0' || str[i-1]!='.') &&
            (i==0 || str[i-1]>'9' || str[i-1]<'0') &&
            (size-3<i || str[i+2]>'9' || str[i+2]<'0' || str[i+1]!='.') &&
            (i==size-1 || str[i+1]>'9' || str[i+1]<'0') )
        {
            size2=strlen(digits[str[i]-'0']);
            for(j=0;j<size2;j++,k++){
                if((i==0 || (i==1 && str[i-1]==' ') || (str[i-1]==' ' && str[i-2]=='.')) && j==0)
                    neww[k]=digits[str[i]-'0'][j]-32;
                else neww[k]=digits[str[i]-'0'][j];
            }
            else {
                neww[k]=str[i];
                k++;
            }
        }
        neww[k]='\0';
        printf("\n%s",neww);
    }
}
```

The explanation of the c code above:

1. i = 0 to size of the input text. (loop cond.)
2. If:
 - (purple arrow) If str[i] is a number (str is input text)
 - (light blue arrow) if i less or equal to 1, or str[i-2] is not a number or, str[i-1] is not a dot.
 - (green arrow) if i equals zero or str[i-1] is not a number
 - (grey arrow) if i is less or equal to size -2, or str[i+2] is not a number or, str[i+1] is not a dot.
 - (orange arrow) if i equals size-1 or str[i-1] is not a number

If all conditions are met changes number to text instead of digits and go to if statement

.Otherwise go to else.

→ j=0 to size of the digits.(Array digits includes representation of the digits)

→ if i equals zero (it means number is at the beginning of the paragraph), or i equals one and str[i-1] is space character, or str[i-1] is space character and str[i-2] is dot character. And j equals zero (it means does j show the first letter of the number). Make first letter of the text capital letter and store the text representation of the number into the string neww. Else store the text representation of digit without capital letter.

3. Else : Do not change the character and store this character into the string neww.
4. Add null character into the end of the string neww.

MIPS EXPLANATION

<pre> .data fileStr: .space 224 newline: .byte '\n' textData: .space 256 outData: .space 256 zero: .asciiz "zero" one: .asciiz "one" two: .asciiz "two" three: .asciiz "three" four: .asciiz "four" five: .asciiz "five" six: .asciiz "six" seven: .asciiz "seven" eight: .asciiz "eight" nine: .asciiz "nine" list: .word zero,one,two,three,four,five,six,seven,eight,nine .text .globl main </pre>	<p>I save the text representations of the digits into the data list.</p> <p>fileStr stores a file name which is taken as an input from a user.</p> <p>textData stores the content of the file.</p> <p>outData stores the modified content.</p>
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<pre> ##### loop for1st: slt \$t0,\$s1,\$s5 # if i<size \$t0=1 (\$s5 saves the size of the textData) beq \$t0,\$zero,exit1#exit the for loop #####if # Conditions in first parenthesis: (textData[i]<='9' && textData[i]>='0') add \$t2,\$s4,\$s1 # \$t2 = textData + i lb \$t3,0(\$t2) # \$t3 = textData[i] slti \$t0,\$t3,58 # if textData[i]<='9' \$t0=1 beq \$t0,\$zero,else# go to slti \$t0,\$t3,48 # if textData[i]< 0 \$t0=1 bne \$t0,\$zero,else# go to else #Conditions in second parenthesis : (i<=1 textData[i-2]>'9' textData[i-2]<'0' textData[i-1]!='.') slti,\$t0,\$s1,2 # if i<2 t0=1 bne \$t0,\$zero,cond3 # if a condition is met, switch to other parenthesis lb \$t4,-2(\$t2)#t4=textData[i-2] slti \$t0,\$t4,58 #if textData[i-2]>'9' t0=0 beq \$t0,\$zero,cond3 # if a condition is met, switch to other parenthesis slti \$t0,\$t4,48 # if textData[i-2]<'0' t0=1 bne \$t0,\$zero,cond3 # if a condition is met, switch to other parenthesis lb \$t4,-1(\$t2) # t4=textData[i-1] addi \$t0,\$zero,46# t0='.' </pre>	<p>Label For1st include if and else labels. All the steps in the hw1.mips file are clearly specified.</p>
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PROCODURES

<pre> write: # Open (for writing) a file that does not exist li \$v0, 13 # system call for open file la \$a0, fileStr # output file name li \$a1, 1 # Open for writing (flags are 0: read, 1: write) li \$a2, 0 # mode is ignored syscall # open a file (file descriptor returned in \$v0) move \$s6, \$v0 # save the file descriptor # Write to file just opened li \$v0, 15 # system call for write to file move \$a0, \$s6 # file descriptor la \$a1, outData # address of buffer from which to write add \$a2,\$zero,\$t0 # hardcoded buffer length syscall # write to file # Close the file li \$v0, 16 # system call for close file move \$a0, \$s6 # file descriptor to close syscall # close file jr \$ra </pre>	<p>This procedure writes the outData into the input file. (Warning: The given input file will change after running the program)</p>
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<pre>capital: addi \$a0, \$a0, -32 jr \$ra</pre>	<p>This procedure makes given letter capital</p>
<pre>strlen: addi \$t0, \$zero, -1 #initialize count to start with 1 for first character loop: lb \$t1, 0(\$a0) #load the next character to t0 addi \$a0, \$a0, 1 #load increment string pointer addi \$t0, \$t0, 1 #increment count beqz \$t1, exit #end loop if null character is reached j loop # return to top of loop exit: jr \$ra</pre>	<p>This procedure calculates the size of the given argument. (\$a0) I used this procedure for calculate the size of the given text ,outData and text representations of any digits.</p>
<pre>delete_newline: add \$t0, \$zero, \$zero add \$t1, \$t1, \$a0 loop2: lb \$a3, 0(\$t1) addi \$t1, \$t1, 1 bne \$a3, \$zero, loop2 # Search the NULL char code beq \$t1, \$a1, exit3 # Check whether the buffer was fully loaded subi \$t1, \$t1, 2 # Otherwise 'remove' the last character sb \$0, 0(\$t1) # and put a NULL instead exit3: jr \$ra</pre>	<p>This procedure deletes the newline from given input.(input is taken from the user for the file name. Therefore it is important to delete the newline character.)</p>

EXTRA THINGS

- I wrote the modified content into the file.
- I took file name as an input from the user.