Mars MIPS Editor Link →
https://courses.missouristate.edu/KenVollmar/mars/download.htm

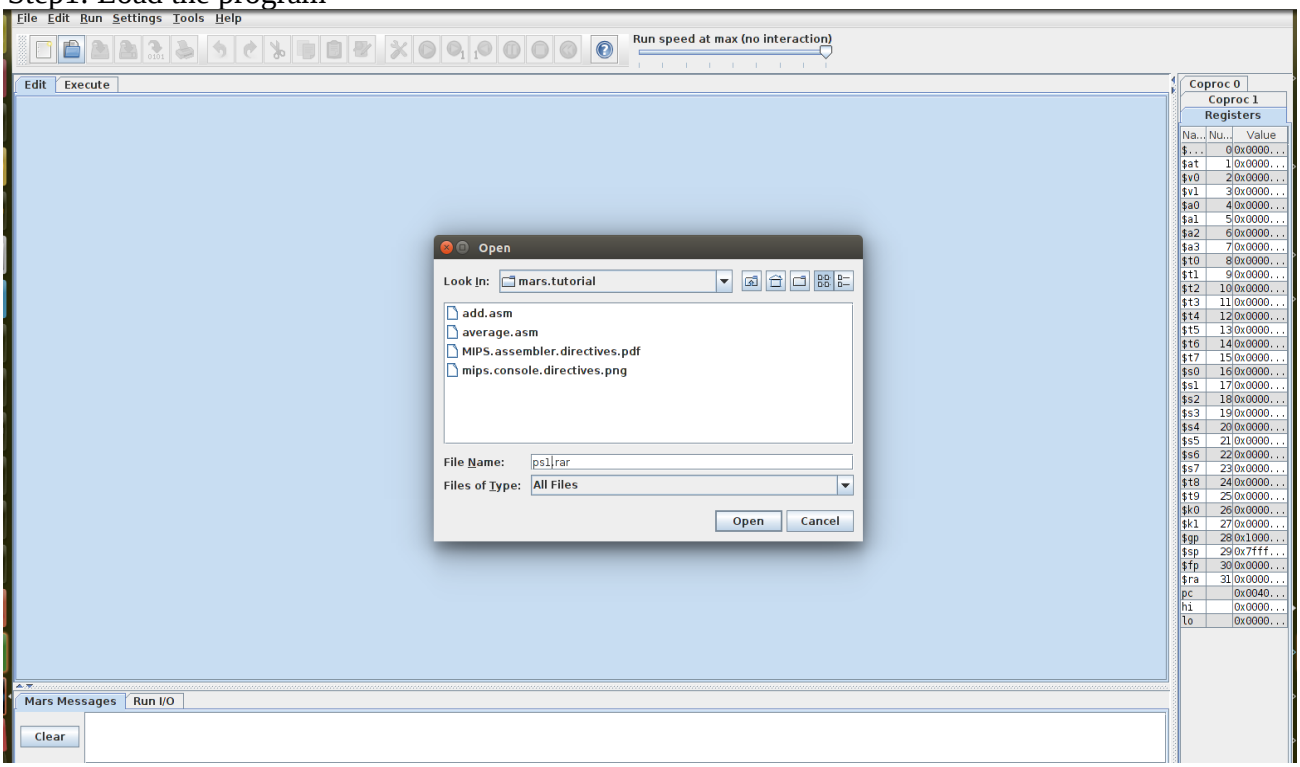
For running Mars Editor

- ***Option A: Desktop.*** *Save the jar file on the desktop. Run MARS by double-clicking the icon.*
- ***Option B: DOS shell using jar file.*** *Save the jar file in some folder. Open a DOS shell in that folder. Rename the jar file to "Mars.jar" for convenience. Run MARS with the DOS command* **java -jar Mars.jar**
- ***Option C: DOS shell using Java classes.*** *Save the jar file in some folder. Open a DOS shell in that folder. Rename the jar file to "Mars.jar" for convenience. Extract MARS files with the DOS command* **jar -xf Mars.jar** *Run MARS with the DOS command* **java Mars**

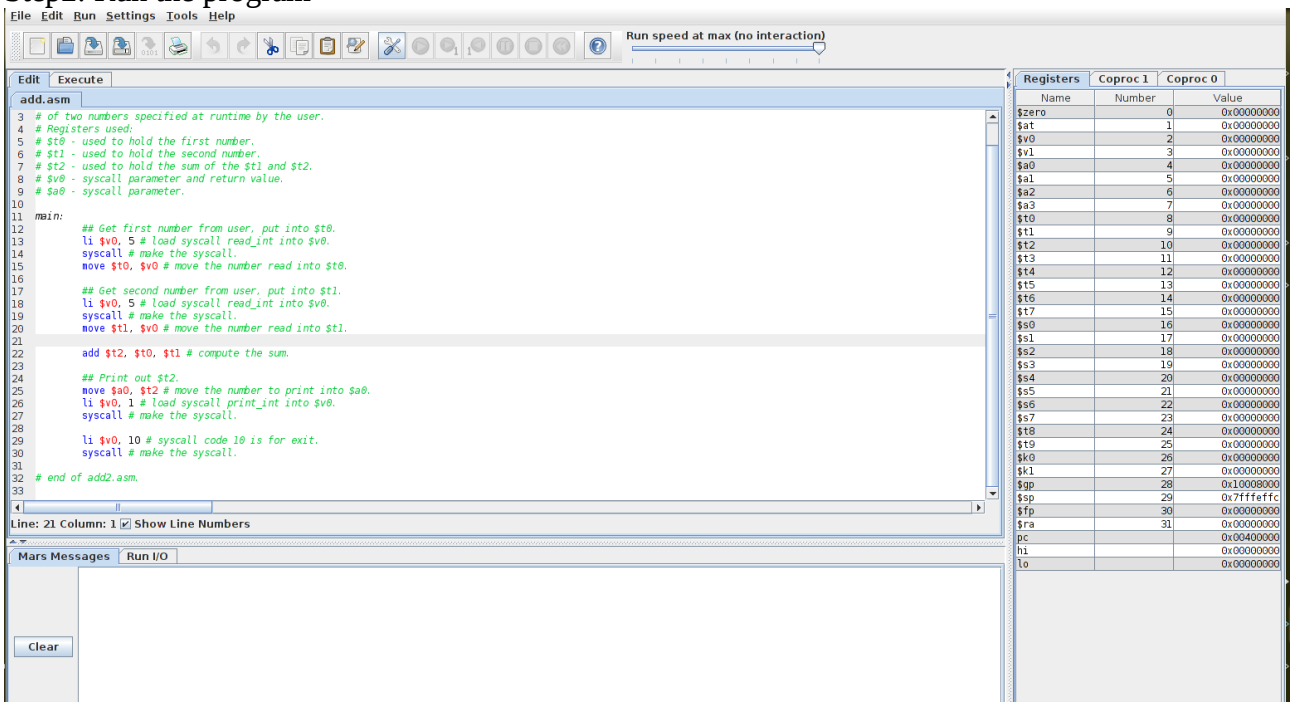
Mars Config → Default Mode is enough.

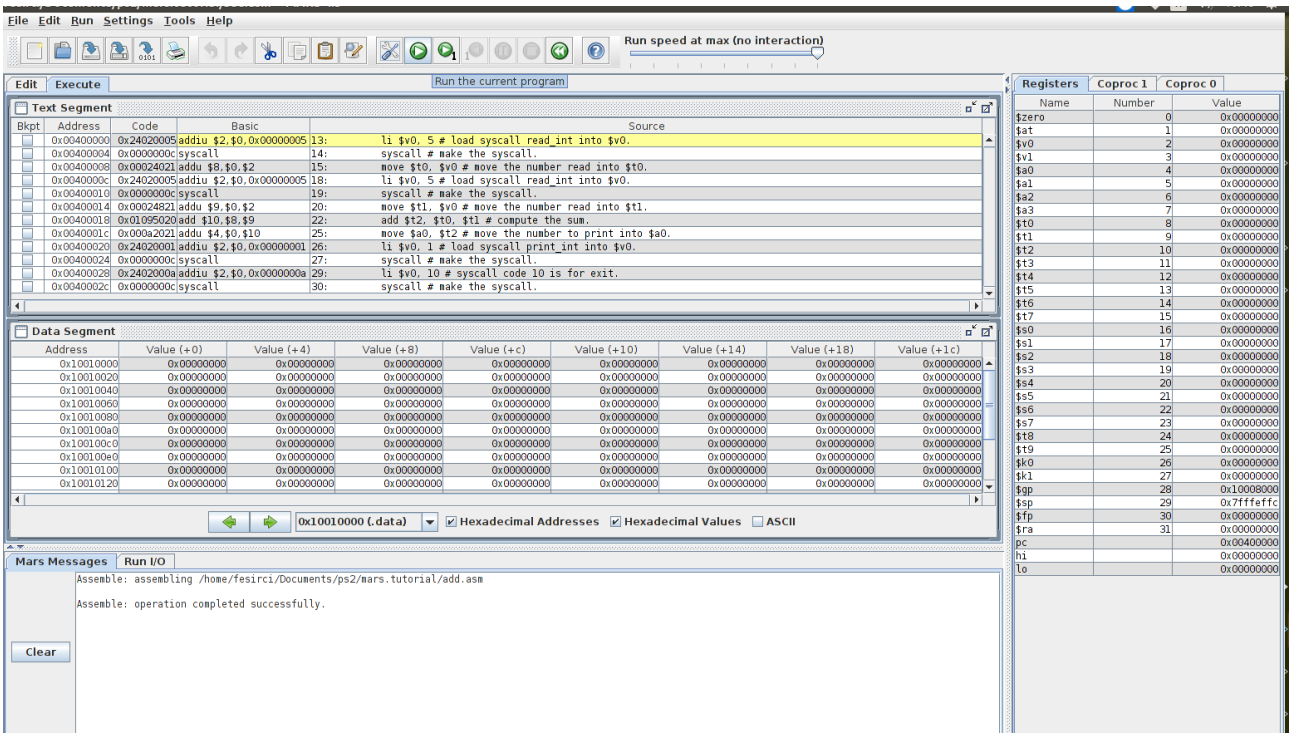
Mars Usage →

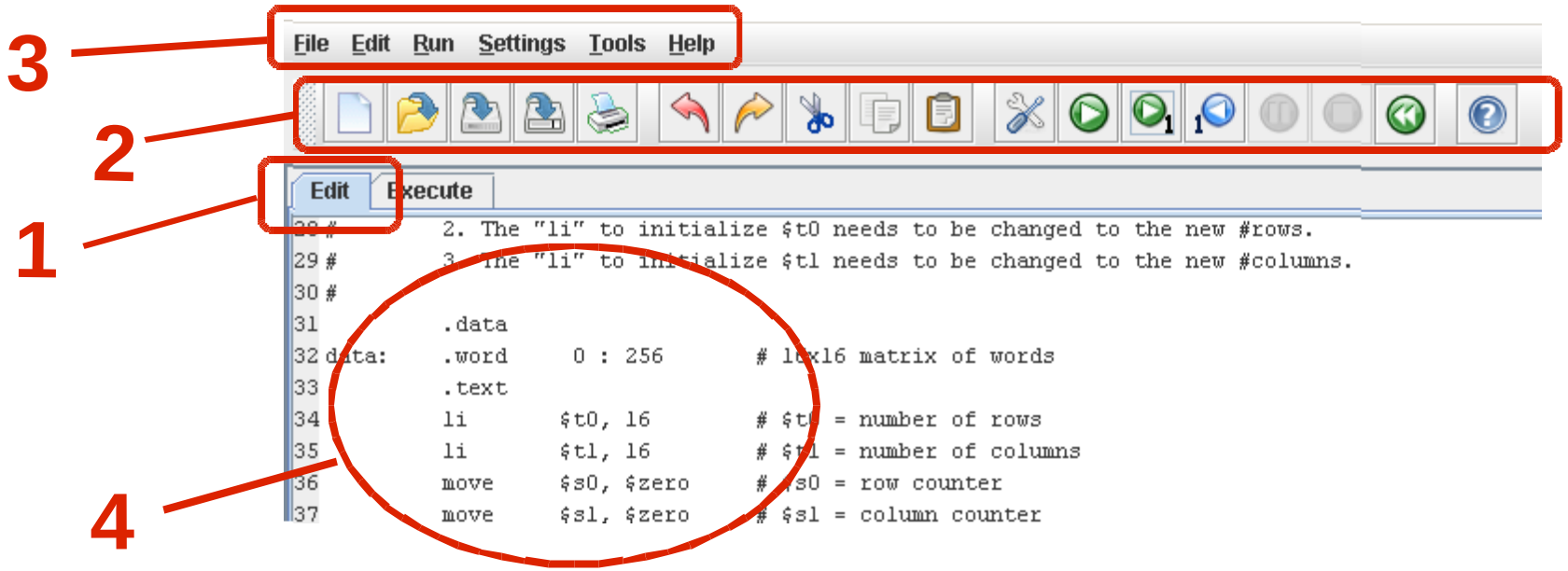
Step1: Load the program



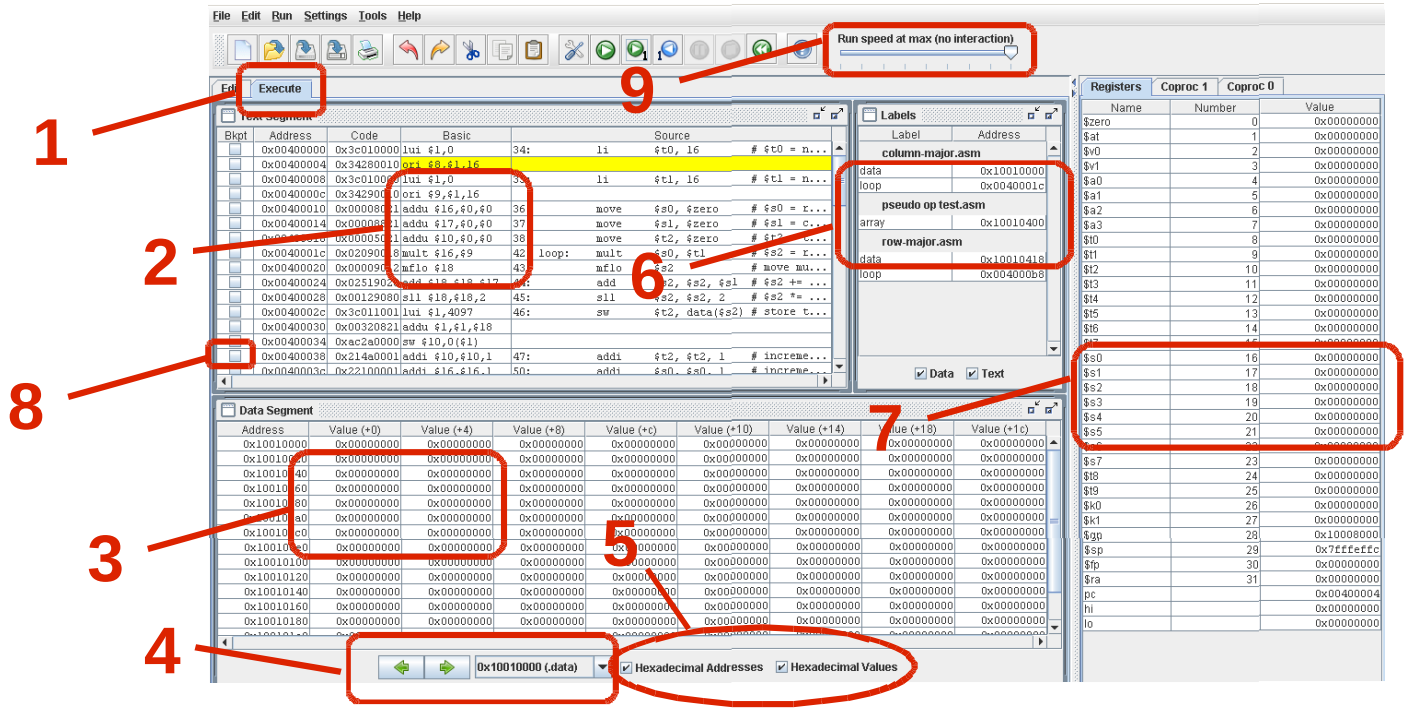
Step2: Run the program







1. Edit display is indicated by highlighted tab.
2, 3. Typical edit and execute operations are available through icons and menus, dimmed-out when unavailable or not applicable.
4. WYSIWYG editor for MIPS assembly language code.



1. Execute display is indicated by highlighted tab.
2. Assembly code is displayed with its address, machine code, assembly code, and the corresponding line from the source code file. (Source code and assembly code will differ when pseudoinstructions have been used.)
3. The values stored in Memory are directly editable (similar to a spreadsheet).
4. The window onto the Memory display is controlled in several ways: previous/next arrows and a menu of common locations (e.g., top of stack).
5. The numeric base used for the display of data values and addresses (memory and registers) is selectable between decimal and hexadecimal.
6. Addresses of labels and data declarations are available. Typically, these are used only when single-stepping to verify that an address is as expected.
7. The values stored in Registers are directly editable (similar to a spreadsheet).
8. Breakpoints are set by a checkbox for each assembly instruction. These checkboxes are always displayed and available.
9. Selectable speed of execution allows the user to “watch the action” instead of the assembly program finishing directly.