

Team Members:

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Link to GitHub Repository: <https://github.com/shahedalhanbali/Project-2-366>

Contribution Breakdown:

- Shahed Alhanbali:
 - Helped write and test the Fibonacci function (Part a)
 - Implemented the repeated subtraction logic for `Odd(m)` (Part b)
 - Integrated Fibonacci and Odd-check logic in Part (c)
 - Tested large input values and debugged overflow issues
 - Verified memory and register results across all parts
- Cindy Jurado:
 - Contributed to debugging and verifying the Fibonacci loop logic
 - Documented run instructions and formatted test outputs for all parts
 - Confirmed accuracy of results stored in memory and registers
 - Helped validate edge cases and overflow handling
 - Assisted with formatting and final README/report editing
- Qudsia Sultana:
 - Built control flow logic for all parts and tested corner cases
 - Implemented the Fibonacci loop structure in Part (a) and reused it in Part (c)
 - Connected Fibonacci output to Odd-check in Part (c)
 - Ensured `\$t5` and memory values were consistent for output verification
 - Wrote the README and How-To sections

(a) Design a MIPS program that will implement Fibonacci(n) of Figure 1. [Points : 50]

```
# fibonacci.asm
# Computes the n-th Fibonacci number (Fibonacci(n))
# Input: $a0 = n (set manually below)
# Output: $v0 = Fibonacci(n)

.text

.globl main

main:

#####

# SET THE VALUE OF n TO TEST HERE:

addi $a0, $zero, 7    # <--- Change 7 to any value you want to test

#####

# If n <= 1, return n

addi $t6, $zero, 1

ble $a0, $t6, base_case

# Initialize a = 0, b = 1, counter = n

addi $t0, $zero, 0    # a = 0

addi $t1, $zero, 1    # b = 1

add $t2, $a0, $zero    # counter = n

fib_loop:

    subi $t2, $t2, 1    # counter--

    add $t3, $t1, $zero  # temp = b

    add $t1, $t0, $t1    # b = a + b

    add $t0, $t3, $zero  # a = temp

    addi $t6, $zero, 1
```

```
bgt $t2, $t6, fib_loop # loop while counter > 1
```

```
add $v0, $t1, $zero # result = b
```

```
j done
```

base_case:

```
add $v0, $a0, $zero # result = n (when n <= 1)
```

done:

```
nop # End of program
```

How to Run the Program:

- Open the file fibonacci.asm in MARS MIPS Simulator.
- Load the desired value of n into register \$a0.
- Assemble (first build by hitting the gear icon) and run the program (green play button).
- The computed Fibonacci number will be stored in register \$v0.

Sample Inputs/Outputs:

Input (n)	Fibonacci(n) (decimal)
0	0
1	1
5	5
7	13
10	55

(b) Design a MIPS program that will implement Odd(m) of Figure 2. Please use division by repeated subtraction to implement $m\%2$ (reads m modulo 2 and computes the remainder

of the division $m/2$). Usage of MIPS DIV instruction will yield a zero (0) point. Use the function of Figure 3 to implement the division by subtraction. [Points: 20]

```
# odd.asm

# Checks if a number m is odd using repeated subtraction

# Input: Set m in the line below

# Output: $t5 = 1 if odd, 0 if even


.data

    result: .word 0


.text

.globl main

main:

    #####

    # SET VALUE OF m TO TEST HERE:

    addi $t0, $zero, 6    # <--- Change # to test another number

    #####


    addi $t1, $zero, 2    # divisor = 2

    add $t2, $t0, $zero   # copy m into $t2

    addi $t3, $zero, 0    # quotient = 0


div_loop:

    blt $t2, $t1, div_done

    sub $t2, $t2, $t1     # m = m - 2

    addi $t3, $t3, 1
```

```
j div_loop

div_done:

    addi $t4, $zero, 0    # assume even by default

    bne $t2, $zero, is_odd # if remainder != 0, it's odd

    j store

is_odd:

    addi $t4, $zero, 1

store:

    sw $t4, result

    add $t5, $t4, $zero    # result also in $t5
```

How to Run the Program:

1. Open the file `odd.asm` in MARS MIPS Simulator.
2. Assemble and run the program (click the gear icon and click the green play button)
3. After execution, check:
 - The value in register `\$t5`
 - `1` means `m` is odd, `0` means `m` is even

Sample Inputs/Outputs:

$m = 5 \rightarrow \text{result} = 1$

$m = 10 \rightarrow \text{result} = 0$

$m = 13 \rightarrow \text{result} = 1$

$m = 4 \rightarrow \text{result} = 0$

(c) Design a MIPS Program IsFibonacciOdd(n) using the programs from Part (a) and Part (b). [Points : 30]

```
# is_fibonacci_odd.asm
```

```
# Computes Fibonacci(n), checks if it's odd, and stores result
```

```
# Input: Set `n` in the line marked below
```

```
# Output: 1 (if Fibonacci(n) is odd), 0 (if even), stored in $t5 and memory
```

```
.data
```

```
result: .word 0    # 1 if odd, 0 if even
```

```
.text
```

```
.globl main
```

```
main:
```

```
#####
```

```
# SET THE VALUE OF n TO TEST HERE:
```

```
addi $a0, $zero, 12    # <--- Change this value to test another n
```

```
#####
```

```
# --- Fibonacci(n) ---
```

```
addi $t6, $zero, 1
```

```
ble $a0, $t6, fib_base
```

```
addi $t0, $zero, 0    # a = 0
```

```
addi $t1, $zero, 1    # b = 1
```

```
add $t2, $a0, $zero    # counter = n
```

fib_loop:

```
subi $t2, $t2, 1    # counter--  
add $t3, $t1, $zero # temp = b  
add $t1, $t0, $t1   # b = a + b  
add $t0, $t3, $zero # a = temp  
addi $t6, $zero, 1  
bgt $t2, $t6, fib_loop
```

```
add $t6, $t1, $zero # t6 = Fibonacci(n)  
j check_odd
```

fib_base:

```
add $t6, $a0, $zero # t6 = n (when n <= 1)
```

--- Check if Fibonacci(n) is odd ---

check_odd:

```
addi $t1, $zero, 2    # divisor = 2  
add $t2, $t6, $zero   # copy of Fibonacci(n)  
addi $t3, $zero, 0    # quotient = 0
```

mod_loop:

```
blt $t2, $t1, mod_done  
sub $t2, $t2, $t1  
addi $t3, $t3, 1  
j mod_loop
```

mod_done:

```
addi $t4, $zero, 0    # assume even
```

```
bne $t2, $zero, is_odd
```

```
j store
```

is_odd:

```
addi $t4, $zero, 1    # remainder != 0 → odd
```

store:

```
sw $t4, result
```

```
add $t5, $t4, $zero    # also in register $t5 for easy check
```

How to Run the Program:

1. Open the file is_fibonacci_odd.asm in the MARS MIPS Simulator.
2. Assemble the code.
3. Run the code (click the gear icon and click the green play button)
4. After running:
 - Check register \$t5 for the result.
 - 1 → Fibonacci(n) is odd
 - 0 → Fibonacci(n) is even

Sample Inputs/Outputs:

Input (n)	Fibonacci(n)	Output (result)
-----------	--------------	-----------------

3	2	0 (even)
5	5	1 (odd)
6	8	0 (even)
7	13	1 (odd)