

# **Computer Organization Spring2023**

## **HW1: MIPS Programming**

# Homework 1 Description

- 1-a: Factorial (0%)
- 1-b: Hourglass (30%)
- 1-c: GCD (30%)
- 1-d: Prime (40%)

## 1-a: Factorial

- The attached files factorial.c and factorial.s are modified from the example given in textbook for computing  $n!$ .
- In this part, please execute factorial.s on MIPS simulator MARS for practice.

## 1-b: Hourglass

- Give an input number and draw a hourglass
- Please refer to *hourglass.cpp* for input and output formats and algorithm.
- Input number will be a non-negative number (3~100).

## 1-b: Hourglass

- Example

```
enter a number: 3
3 | ***
  | *
  | ***
  | 3
  |
  | -- program is finished running --
```

```
enter a number: 5
5 | *****
  |   ***
  |   *
  |   ***
  | *****
  | 5
  |
```

```
Reset: reset completed.
```

```
enter a number: 4
****
  **
  **
****

-- program is finished running --
```

```
Reset: reset completed.
```

```
enter a number: 6
*****
  ****
  **
  **
  ****
*****
```

## 1-c: GCD

- Read two integers from standard input and output their greatest common divisor.
- Input range: positive integers within reasonable range( excluding 0).
- Please refer to *gcd.cpp* for input and output formats and algorithm.
- Note: separate the two input numbers by pressing **Enter**, and there should be a **space** before the numbers. The output **does not** need to end with a new line.

## 1-c: GCD

- Example

Input :

Enter first number: 56

Enter second number: 49

Output :

The GCD is: 7

## 1-d: Prime

- Please determine whether the input integer is a prime number, and output the result.
- If it is not a prime number, also output the closest prime number to the input number.
- if there are two prime numbers with the same distance, **both should be output**.
- Input range: non-negative integers within reasonable range( excluding 0 and 1).
- Please refer to *prime.cpp* for input and output formats and algorithm.
- Note : when outputting, there should be a **space** before each number, and the output **does not** need to end with a new line.



## 1-d: Prime

- Example 1

Input:

Enter the number n = 17

Output:

17 is a prime

- Example 2

Input:

Enter the number n = 22

Output:

22 is not a prime, the nearest prime is 23

- Example 3

Input:

Enter the number n = 30

Output:

30 is not a prime, the nearest prime is 29 31

# Notes

- For every task, the corresponding implement in C is provided.
- There's no strict regulation of input and output format string, but try to be as clear as you can. You can follow the format in reference .c files.
- Late submission will have **20% penalty per day**.
- For all the tasks, test cases and results will not overflow 32-bit registers.
- Any assignment work by **fraud** will get a **zero point**.

# Notes

- The files you should hand in include:
  1. hourglass.s
  2. GCD.s
  3. prime.s
- Please compress these files into one zip file, and name your zip file as **HW1\_studentID.zip**.
- Due date: **2023/03/23( Thursday) 23:59:59**


# Download and Using MARS

- Download and installation:
  - Download MARS from the page:  
<http://courses.missouristate.edu/KenVollmar/MARS/>
  - Download the version chosen by yourself, and install it
- Steps for running a MIPS code on MARS:
  1. File -> New
  2. Write MIPS code
  3. Run -> Assemble (F3)
  4. Run -> Go (F5)



# MARS

<http://courses.missouristate.edu/KenVollmar/mars/>

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## **MARS (MIPS Assembler and Runtime Simulator)**

### *An IDE for MIPS Assembly Language Programming*

MARS is a lightweight interactive development environment (IDE) for programming in MIPS assembly language, intended for educational-level use with Patterson and Hennessy's *Computer Organization and Design*.

Feb. 2013: "MARS has been tested in the Softpedia labs using several industry-leading security solutions and found to be completely clean of adware/spyware components. ... Softpedia guarantees that MARS 4.3 is 100% FREE, which means it does not contain any form of malware, including spyware, viruses, trojans and backdoors."

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2

Download MARS

**V4.5, Aug. 2014** (jar archive including Java source code)

**Note:** Is your MARS text unreadably small? Download and use a new release <sup>1</sup> **Java 9**, which contains a fix to automatically scale and size AWT and Swing components for High Dots Per Inch (HiDPI) displays on Windows and Linux. [Technical details.](#)

Previous MARS version: [MARS v4.4, Aug. 2013](#)



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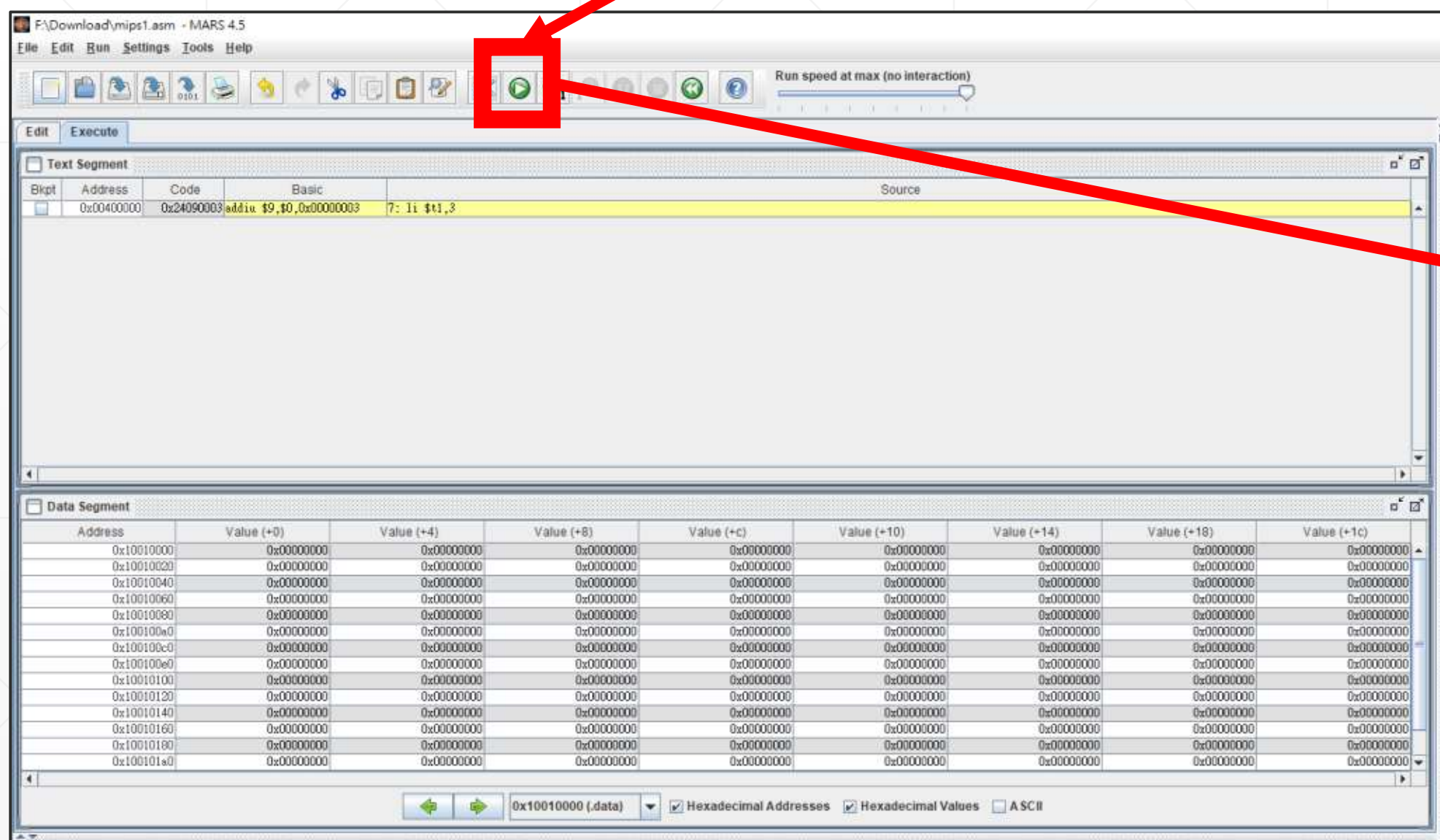
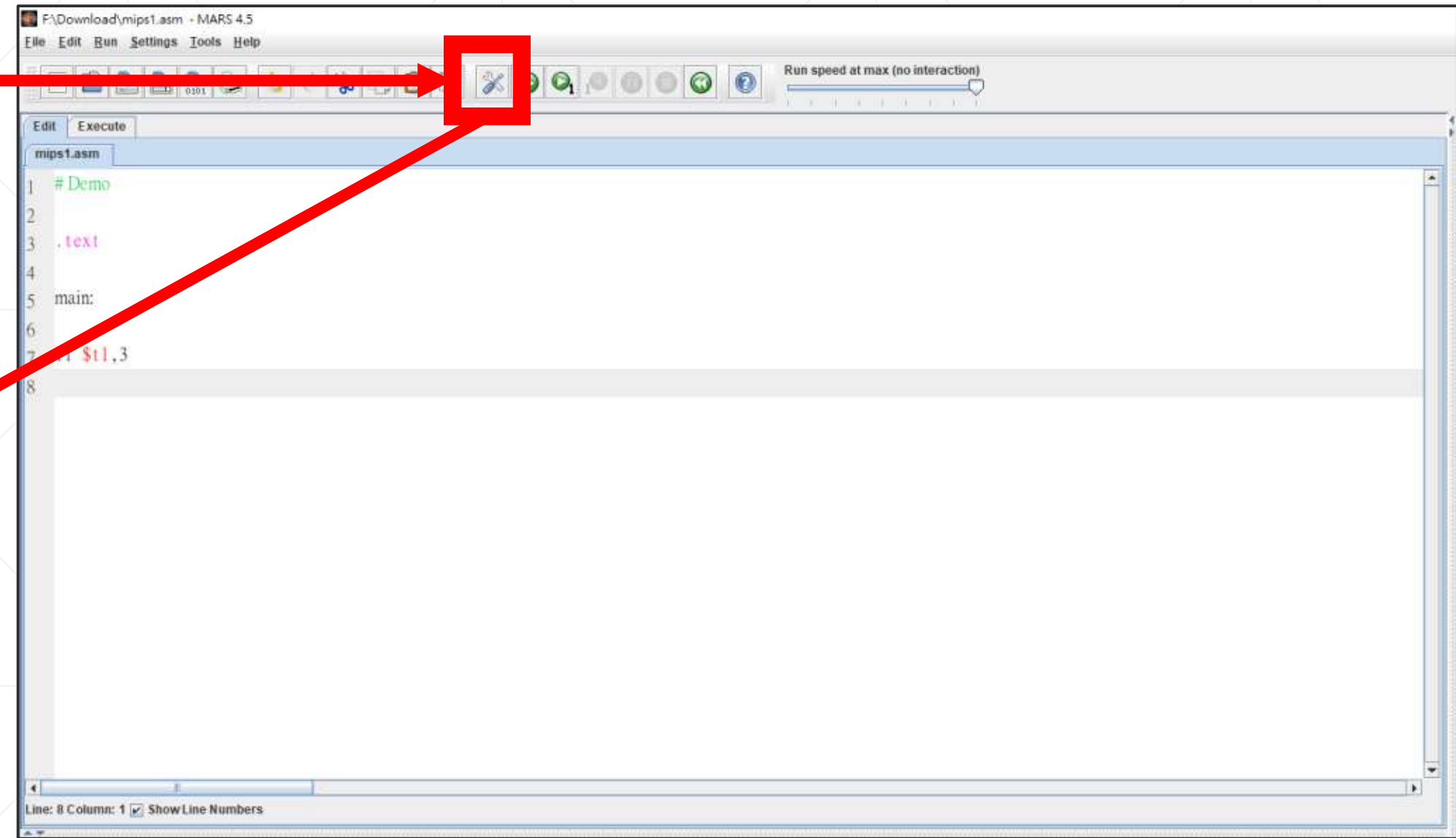
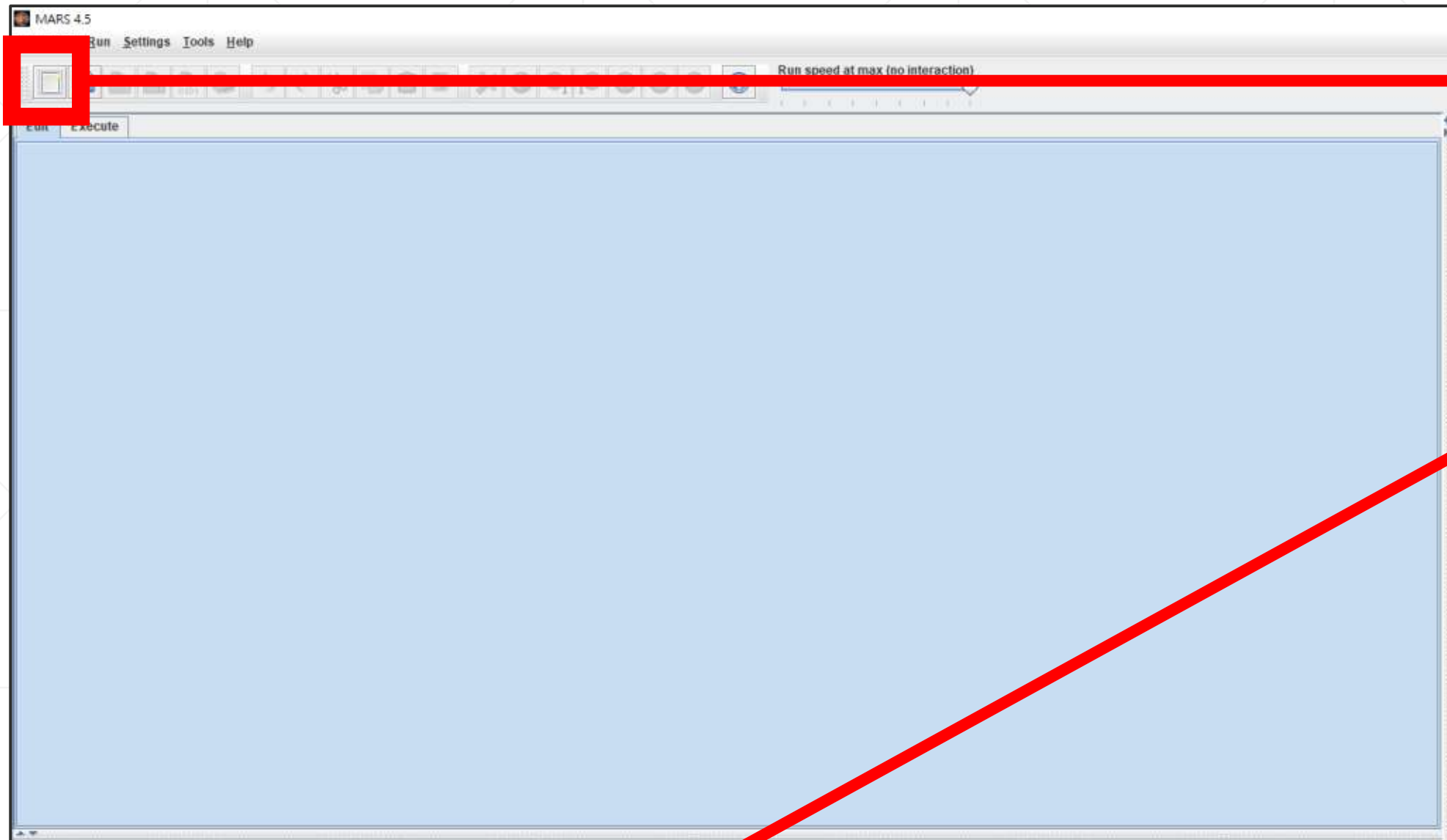
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**1**  
  
jdk-11.0.2\_windows-x64\_bin.exe

**2**  
  
Mars4\_5.jar



Registers			
Coproc 1		Coproc 0	
Name	Number	Value	
\$zero	0	0x00000000	
\$at	1	0x00000000	
\$v0	2	0x00000000	
\$v1	3	0x00000000	
\$a0	4	0x00000000	
\$a1	5	0x00000000	
\$a2	6	0x00000000	
\$a3	7	0x00000000	
\$t1	9	0x00000003	
\$t3	11	0x00000000	
\$t4	12	0x00000000	
\$t5	13	0x00000000	
\$t6	14	0x00000000	
\$t7	15	0x00000000	
\$s0	16	0x00000000	
\$s1	17	0x00000000	
\$s2	18	0x00000000	
\$s3	19	0x00000000	
\$s4	20	0x00000000	
\$s5	21	0x00000000	
\$s6	22	0x00000000	
\$s7	23	0x00000000	
\$t8	24	0x00000000	
\$t9	25	0x00000000	
\$k0	26	0x00000000	
\$k1	27	0x00000000	
\$gp	28	0x10008000	
\$sp	29	0x7ffffc	
\$fp	30	0x00000000	
\$ra	31	0x00000000	
pc		0x00400004	
hi		0x00000000	
lo		0x00000000	

# Demo

.text

main:

li \$t1,3