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Lecture 15 Demo Program 1, Reversing a Character String
                Lecture 15 Demo Program 1, Reversing a Character String for Display
#
#
         SPIM program to reverse and decode a received data string and display it
#
         to the console. The program reverses a 96-character block of text, removes
#
         specific contrl characters, and displays the result.
#
                                   $t0 -- Pointer to base address of "buffer" (received
         Register assignments:
bl ock)
                                   $t1 -- Pointer to base address of reversed data
bl ock
                                   $t2 -- Counter; counts number of times through the
I oop
                                   $t3 -- Contains current character being analyzed
        . data
buffer: .ascii "2.12<< :tsaceroF** ,0.32<< :tnerruC** MR**&& ;0.25>> :tsaceroF**
,6.94>> :tnerruC** GK**#######"
display: . space 80
         . text
                             # Load last character address of data block to be
        Ia $t0, buffer
main:
reversed
        add $t0, $t0, 95
                             # (First character address plus 95, as 96 characters
always transmitted)
        la $t1, display
                             # Load base address of data space for reversed block
        move $t2,$0
                             # Initialize counter to 0
I oop:
        lb $t3, 0($t0)
                             # Loop begins here; load the next byte
         beq $t3,35, next
                             # Test and eliminate characters #, &, *, <, and >
         beq $t3, 38, next
        beq $t3, 42, next
beq $t3, 60, next
beq $t3, 62, next
        sb $t3,0($t1)
                             # Store valid character in display block
        addi $t2, $t2, 1
                             # Increment counter
         beq $t2, 96, print
                             # Analysis done yet? If not, increment pointers and
conti nue
         sub $t0, $t0, 1
                             # Set block pointer to next character address
                             # Set display space pointer to next character address
# Return to loop for next character
        addi $t1, $t1, 1
        j loop
        sub $t0, $t0, 1
                             # Set block pointer to next character address
next:
        j loop
                             # Return to loop for next character
                             # (Do not store a character here, so do not increment
$t1)
        la $a0, display
li $v0, 4
print:
                             # Print reversed block
        syscal I
        Ii $v0, 10
                             # Program over
         syscal I
         End of file Lecture 15 Demo Program 1
   KG Current: 49.6, Forecast: 52.0; RM Current: 23.0, Forecast: 21.2
# 2.12<< : tsaceroF** , 0.32<< : tnerruC** MR**&& ; 0.25>> : tsaceroF** , 6.94>> : tnerruC** GK**#
   89 characters
```