```
#Chuong trinh: if2(a>=-3 && a<=4)
#-----
        .include "macro.mac"
#Data segment
        .data
#Cac dinh nghia bien
int a: .word 0
int_b: .word 1
int_c: .word 2
#Cac cau nhac nhap du lieu
nhap_a: .asciiz "Nhap a: "
xuat_a: .asciiz "a = "
#---
#Code segment
       .text
#-----
#Chuong trinh chinh
#-----
main:
#Nhap (syscall)
        geti p nhap a, int a
#Xu ly cach 1 dung set-less-then
 #t0=a/DK/a,t1=-3/4,t2=DK1'/DK1,t3=DK2'/DK2,t4=b,t5=c
               $t0,int a
        lw
                $t4,int_b
        lw
        lw
                $t5,intc
 # if2(DK)
   # tinh DK1':(a<-3)
        addi $t1,$zero,-3
slt $t2,$t0,$t1
   # dao ve DK1
               $t2,$t2,1
        xori
   # tinh DK2':(a>4)
        addi $t1,$zero,4
slt $t3,$t1,$t0
   # dao ve DK2
              $t3,$t3,1
        xori
   # tinh DK
        and
             $t0,$t2,$t3
   # kiem tra: chon dk sai, bo qua then
              $t0,$zero,else2
        beq
 # then2
                $t0,$t4,$t5 #a=b-c
        sub
                $t0,int a
        SW
        j
                endif2
 # else2
else2:
              $t0,$t4,$t5 #a=b+c
$t0,int_a
        add
        SW
 # endif2
endif2:
#Xuat ket qua (syscall)
```