

```

.data
A: .word 10, 11, -4, 6, 1, 4, 42, -11, 0, 3
Msg1: .asciiz "Please enter a number: "
Msg2: .asciiz "The sum is: "

.text
main:
    li $t0, 0                # initialize counter
    li $t1, 10               # set the counter limit to 10 while (i != 10)
    la $t2, A                # pointer $t2 = &A; # set pointer to start of array
    li $t3, 0                # initialize sum

AddNext:
    lw $t4, 0($t2)           # next offset 0 # get next number from array
    add $t3, $t3, $t4        # add to sum
    addi $t2, $t2, 4         # next # move the pointer
    addi $t0, $t0, 1         # increment counter
    bne $t0, $t1, AddNext    # repeat if not done
    la $a0, Msg2             # Output message
    li $v0, 4
    syscall

    li $v0, 1                # next lines print sum
    move $a0, $t3
    syscall

    li $v0, 10              # next two lines STOP
    syscall

```

```

.data
    A: .space 40
    Msg1: .ascii "Please enter a number: "
    Msg2: .ascii "The sum is: "

.text
main:
    li $t0, 0           # initialize counter
    li $t1, 10          # set the limit to 10
    la $t2, A           # set pointer to the start of A
##### READING PART
ReadNext:
    la $a0, Msg1        # Input prompt
    li $v0, 4
    syscall
    li $v0, 5           # read the next number
    syscall
    sw $v0, 0($t2)      # store the number
    addi $t2, $t2, 4    # move the pointer
    addi $t0, $t0, 1    # increment counter
    bne $t0, $t1, ReadNext # repeat if not done
##### ADDING PART
    li $t0, 0           # reinitialize counter
    la $t2, A           # reset pointer to start of array
    li $t3, 0           # initialize sum
AddNext:
    lw $t4, 0($t2)      # get next number from array
    add $t3, $t3, $t4   # add to sum
    addi $t2, $t2, 4    # move the pointer
    addi $t0, $t0, 1    # increment counter
    bne $t0, $t1, AddNext # repeat if not done
#####
    la $a0, Msg2        # Output message
    li $v0, 4
    syscall
    li $v0, 1           # next lines print sum
    move $a0, $t3
    syscall
    li $v0, 10          # next two lines STOP
    syscall

```