



CSE 331 – Computer Organization  
Homework #1 – Bomberman with MIPS Assembly  
Version #2

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## Getting Input from the User:

I assigned a variable called `grid` in the `.data` region, which can hold a maximum of 50x50 array. At the beginning of the program, the user is asked for row, column, and grid information. While the row and column are kept as integers in the registers, the grid is added as a string to the space reserved for it in the `.data` region.

*For the application to work correctly, the `\_` character, which I use as a delimiter, must be added to the end of each row.*

## Example Inputs and Results:

----- Test - 1 -----

Welcome to the BOMBERMAN!

Please enter the number of rows: 16

Please enter the number of columns: 16

Please enter the grid:

```
0.....0_...0.....0._.....0..0....._.....
...0._.....0....._....._.....0....._
.....0....._..0...0....._.....00..._.....
..00._....._..0....._.....0...0...0..._..
...0..0....._.....0.0.._
```

Initial state:

```
0.....0
...0.....0.
.....0..0.....
.....0..
```

```

.....0.....
.....
...0.....
.....0.....
..0...0.....
.....00...
.....00..
.....
..0.....
..0...0...0...
.....0..0.....
.....0.0..

```

Final state:

```

..0.0000000000..
.0...00.0000...
000.....000..0
00000.00.0.0...0
000000000...0.00
000.000000.00000
00...000.0000000
00..000...000000
0...00...00..000
00.0000.00...00
00000000000...0

```

00.0000000000..00  
0...000.000.0000  
0...0....0...000  
00.0.....0.0.00  
00000.00.0.....0

Goodbye!

----- Test - 2 -----

Welcome to the BOMBERMAN!

Please enter the number of rows: 7

Please enter the number of columns: 13

Please enter the grid:

0.....0.\_..0..0.....\_.....0..\_.....0.....\_.....  
.....\_0.....\_.....0.....\_

Initial state:

0.....0.  
..0..0.....  
.....0..  
.....0.....  
.....  
0.....  
.....0.....

Final state:

```
...00.0000...  
.....000..0  
00.00.0.0...0  
000000...0.00  
.000000.00000  
..000.0000000  
.000...000000
```

Goodbye!

----- Test - 3 -----

Welcome to the BOMBERMAN!

Please enter the number of rows: 2

Please enter the number of columns: 7

Please enter the grid:

```
.0....._...0..0_
```

Initial state:

```
.0.....  
...0..0
```

Final state:

....00.

0.....

Goodbye!

----- Test - 4 -----

Welcome to the BOMBERMAN!

Please enter the number of rows: 3

Please enter the number of columns: 5

Please enter the grid:

00.00\_....0\_00.0.\_

Initial state:

00.00

....0

00.0.

Final state:

.....

..0..

.....

Goodbye!

----- Test - 5 -----

Welcome to the BOMBERMAN!

Please enter the number of rows: 1

Please enter the number of columns: 1

Please enter the grid:

·\_

Initial state:

.

Final state:

0

Goodbye!

----- Test - 6 -----

Welcome to the BOMBERMAN!

Please enter the number of rows: 1

Please enter the number of columns: 1

Please enter the grid:

0\_

Initial state:

0

Final state:

.

Goodbye!



## Flowchart:

