

**COMP 122/L
Summer 2023**

Introduction to MIPS Assembly (Answers)

1.) What values (in decimal) will be in registers \$t0, \$t1, and \$t2 after this program executes?

```
li $t0, 3
li $t1, 4
addu $t2, $t0, $t1
```

\$t0: 3, \$t1: 4, \$t2: 7

2.) What values (in decimal) will be in registers \$t0 and \$t1 after this program executes?

```
li $t0, 6
li $t1, 4
subu $t0, $t0, $t1
```

\$t0: 2, \$t1: 4

3.) What values (in decimal) will be in registers \$t0, \$t1, and \$t2 after this program executes?

```
li $t0, 3
li $t1, 4
move $t2, $t0
move $t0, $t1
move $t1, $t2
```

\$t0: 4, \$t1: 3, \$t2: 3

4.) What value (in signed decimal) will be in register \$t0 after this program executes?

```
li $t0, 7
nor $t0, $zero, $t0
addiu $t0, $t0, 1
```

Note: this question originally just said "in decimal", which is ambiguous. The original answer posted also wasn't correct. Here is the follow through:

li \$t0, 7: \$t0 now holds 28 0s, followed by 0111 (7)
nor \$t0, \$zero, \$t0: effectively $\$t0 = \sim(\$zero \mid \$t0)$; (28 0s) 0000 | (28 0s) 0111 = (28 0s 0111), $\sim(28 \text{ 0s}) \text{ 0111} = (28 \text{ 1s}) \text{ 1000}$
The following add yields (28 1s) 1001. This, in twos-complement, is -7. Overall, the question does a binary negation of the number in \$t0, and then adds 1, which is how integer negation is performed.

5.) What values (in decimal) will be in registers \$t0, \$t1, and \$t2 after this program executes?

```
li $t0, 2  
li $t1, 7  
multu $t0, $t1  
mflo $t2
```

\$t0: 2, \$t1: 7, \$t2: 14

6.) What values (in decimal) will be in registers \$t0, \$t1, and \$t2 after this program executes?

```
li $t0, 24  
li $t1, 3  
divu $t0, $t1  
mflo $t2
```

\$t0: 24, \$t1: 3, \$t2: 8

7.) What will the following program print, if run with SPIM?

```
li $a0, 12  
li $v0, 1  
syscall
```

12

8.) What value (in decimal) will be in register \$t0 after this program executes?

```
li $t0, 7  
ori $t0, $t0, 8
```

\$t0: 15 (7 = 0111, 8 = 1000, OR yields 1111 = 15)

9.) What value (in decimal) will be in register \$t0 after this program executes?

```
li $t0, 7
andi $t0, $t0, 8
```

\$t0: 0 (7 = 0111, 8 = 1000, AND yields 0000 = 0)

10.) What value (in decimal) will be in register \$t0 after this program executes?

```
li $t0, 7
xori $t0, $t0, 9
```

\$t0: 14 (7 = 0111, 9 = 1001, XOR yields 1110 = 14)

11.) What value (in decimal) will be in register \$t0 after this program executes?

```
li $t0, 7
xori $t0, $t0, 15
```

\$t0: 8 (7 = 0111, 15 = 1111, XOR yields 1000 = 8)

12.) What does the following program print, if run with SPIM?

```
li $a0, 3
li $v0, 1
syscall
li $a0, '\n'
li $v0, 11
syscall
li $a0, 7
li $v0, 1
syscall
```

3
7

13.) What does the following program print, if run with SPIM?

```
li $a0, 4
li $v0, 1
syscall
li $a0, 8
li $v0, 1
syscall
```

48

14.) What does the following program print, if run with SPIM?

```
.data
foo:
    .asciiz "Some string\n"
bar:
    .asciiz "Some other string\n"
main:
    la $a0, foo
    li $v0, 4
    syscall
    li $v0, 10
    syscall
```

Some string

15.) What does the following program print, if run with SPIM?

```
.data
foo:
    .ascii "alpha"
bar:
    .asciiz "beta"
main:
    la $a0, foo
    li $v0, 4
    syscall
    li $v0, 10
    syscall
```

alphabeta

16.) What does the following program print, if run with SPIM, and 13 is input by the user?

```
li $v0, 5
syscall
addiu $a0, $v0, 7
li $v0, 1
syscall
```

20