Tutorial Series No. 2

Questions:

a) What are the main characteristics of the MIPS R3000 processor?

b) What are the different types of instructions used in MIPS?

c) What are the directives used for declaring data in memory?

d) Provide the declaration instruction for each of the following requests:

- Reservation of a 32-bit integer •
- Reservation of multiple consecutive initialized words
- Reservation of a null-terminated string •
- Reservation of multiple bytes without initialization •

Exercise 1: What does this program do?

| .data | |
|-----------------------|--------------|
| Var1: .asciiz "Entrez | : la: " # |
| Var2: .asciiz "Entrez | : la: " # |
| result1: .asciiz " | est: " # |
| .text | |
| main: | |
| li \$v0, 4 | # |
| la \$a0, prompt1 | # |
| syscall | |
| li \$v0 <i>,</i> 5 | # |
| syscall | |
| move \$t0, \$v0 | # |
| li \$v0, 4 | # |
| la \$a0, prompt2 | # |
| syscall | |
| li \$v0, 5 | # |
| syscall | |
| move \$t1, \$v0 | # |
| add \$t2, \$t0, \$t1 | # |
| add \$t2, \$t2, \$t2 | # |
| li \$v0, 4 | # |
| la \$a0, result1 | # |
| syscall | |
| move \$a0, \$t2 | # |
| li \$v0, 1 | # |
| syscall | |
| li \$v0, 10 | # |
| syscall | |

| Exercise p°2 : Correct the | program and ovalain wha | t it door? |
|------------------------------------|-------------------------|------------|
| exercise in 2. Correct the | program and explain wha | t it uoes? |
| .data | | |
| prompt: .word "Entrez un entier: " | | # |
| result1: asciiz " " | | # |
| .data | | |
| main: | | |
| li \$v0, 6 | # | |
| la \$a2, prompt | # | |
| system call | | |
| li \$v0, 5 | # | |
| system call | | |
| move \$t10, \$v0 | # | |
| Add \$t1, \$t0, \$t0 | # | |
| li \$v1, 4 | # | |
| la \$a1, result1 | # | |
| system call | | |
| move \$a1, \$t1 | # | |
| li \$v0, 1 | # | |
| system call | | |
| li \$v0, 1 | # | |
| system call | | |

Exercise n°3 :

Write a program in MIPS assembly that allows the user to input two integers and then displays their sum, difference, product, and quotient successively.