

Student Name: _____ ID#: _____

In all the questions requesting a value write your answer in HEX or Decimal (but not in binary).

Q1) Consider the code below with text segment starting at **0x00400000**

```
.text
    li $v0 5
    syscall
    bltz $v0, L
    add $v0, $v0, $v0
    j    cont
L:   sub $v0, $v0, $v0
cont:
```

a) What does the code do?

Input an integer, then
 If the input is positive, it doubles it
 If the input is negative, it is converted to 0

OR

Read x;
 If ($x \geq 0$) $x = 2x$ else $x = 0$

b) What is machine code for the *bltz* instruction? (given that the op code for *bltz* instruction is 1 and \$v0 is \$2).

You need to find the offset first. (2 in this example)

Binary : 000001 00010 00000 0000 0000 0000 0010

In HEX : 0x04400002

c) What is machine code for j instruction ? (given that the op code for j instruction is 2)

You need to find the jump to address (**0x00400018 in this example**)

Then write the address in binary, then cut the required 26 bits needed in the machine code:

0000 0000 0100 0000 0000 0000 0001 1000

Th instruction in Binary : 000010 0000 0100 0000 0000 0000 0001 10

In HEX : **0x08100006**

OR

You can convert shift the address 2 bis to the right: $0x00400018 \gg 2 = 0x00100006$

Then correctly concatenate that with the opcode to get the same result:

In HEX : **0x08100006**

Q2) Consider the code below with text segment starting at 0x00400000

```
.text
```

```
jal    init
add    $t0    $0    $v0
## REST of the code
##
##
```

- a) Given that the machine code for the instruction `jal init` is 0x0C100300, determine the address of the label `init`.

The machine code in binary: 0000 1100 0001 0000 0000 0011 0000 0000

Extract the 26-bit the first 26 bits: 00 0001 0000 0000 0011 0000 0000

Concatenate the 26 bits with 00 to the right and the last 4 bits of the current PC (0000 in this example)

So, The New 32 bits address: 0000 00 0001 0000 0000 0011 0000 0000 00

`init` Address in HEX: 0x00400c00

- b) What is value stored in `$31` as a result of executing the `jal` instruction?

0x00400004 (The address of next instruction)

- c) According to the MIPS calling convention, which specific register must be saved on the stack before a subroutine calls another function (nested call)?

`$ra` (`$31`)

- d) If you need to save a total of four 32-bit registers onto the stack, how must the stack pointer (`$sp`) be adjusted? Write the single MIPS assembly instruction required to allocate this space.

`addi $sp, $sp, -16`

- e) Suppose the value of register `$k1` was previously saved on the stack using the address `sp+4`. Write the MIPS instruction required to retrieve that value and load it into register `$a1`.

`lw $a1 4($sp)`