

CS 241 - Week 3 Tutorial

Assembly Language Programming

Spring 2017

Problem 1 - A simple loop in MIPS

Recall that the factorial, $n!$, of n is given as follows:

$$\begin{aligned} 0! &= 1 \\ n! &= n \cdot (n - 1)! && n > 0 \end{aligned}$$

Write a MIPS program which takes a non-negative integer n in $\$1$ and stores $n!$ in $\$3$.

Problem 2 - More loops in MIPS

Recall that the Fibonacci sequence can be defined as follows:

$$\begin{aligned} f_0 &= 0 \\ f_1 &= 1 \\ f_{n+2} &= f_{n+1} + f_n && n \geq 0 \end{aligned}$$

Write a MIPS program which takes a non-negative integer n in $\$1$ and stores f_n in $\$3$.

Problem 3 - Arrays in MIPS

Thus far we've only written programs which accept two integers as arguments, but with `mips.array` we can also write programs which manipulate arrays. Write a MIPS program which accepts the address of an array in $\$1$ and its length in $\$2$ and stores the product of the numbers in the array in $\$3$.

Problem 4 - Basic I/O in MIPS

Recall that you can read from stdin and write to stdout by loading from or storing to addresses `0xffff0004` and `0xffff000c` respectively. Note that EOF is represented by `-1`, and otherwise a single byte will be read or written at a time.

Write a MIPS program which reads in two characters from stdin (you may assume EOF is not encountered) and prints out the character 1 if the first is less than the second, or 0 otherwise. It should then print a newline.

Problem 5 - I/O and loops in MIPS

Adapt your solution to problem 4 to read in characters from stdin until EOF is encountered and print out their uppercase versions to stdout. If the character is not a lower-case letter, simply print out the character unchanged.

Problem 6 - Using the stack in MIPS

Write a MIPS program which reads in characters from stdin until EOF is encountered, then prints the same characters out backwards to stdout. Use the stack to store the characters.

Problem 7 - Functions and recursion in MIPS

Rewrite your solution to Problem 1 using a recursive function instead of a loop.