

Name: KEY

Id#

ICS 233, Term 141

Computer Architecture & Assembly Language

Quiz# 4

Date: Tuesday, Nov. 18, 2014

Q1. Determine the content of register \$v0 after executing the following code:

```
li $a0, 0x12340000
jal MyProc
```

MyProc:

```
or $v0, $0, $0
ori $t0, $0, 8
```

loop:

```
rol $a0, $a0, 4
andi $t1, $a0, 0xf
add $v0, $v0, $t1
addiu $t0, $t0, -1
bne $t0, $0, loop
jr $ra
```

The procedure adds the number of hexadecimal digits and stores the result in register \$v0.
Thus $\$v0=1+2+3+4=0xA$.

Q2. Assuming that functions F and G receive two integer arguments in \$a0 and \$a1 and return their results in \$v0, implement the function F given below saving needed registers on the stack. Save changed registers according to the assumed programming convention:

```
int F(int a, int b) {  
    return G(2a,b)+G(a,2b);  
}
```

```
F:    addiu  $sp, $sp, -16 # frame = 16 bytes  
      sw    $ra, 0($sp)  # save $ra  
      sw    $a0, 4($sp)  # save argument a  
      sw    $a1, 8($sp)  # save argument b  
      shl   $a0, 1       # $a0 = 2*$a0  
      jal   G            # call G(2a,b)  
      sw    $v0, 12($sp) # save result of call G(2a,b)  
      lw    $a0, 4($sp)  # $a0 = a  
      lw    $a1, 8($sp)  # $a0 = b  
      shl   $a1, 1       # $a1 = 2*$a1  
      jal   G            # call G(a,2b)  
      lw    $v1, 12($sp) # restore result of call G(2a,b)  
      addu  $v0, $v0, $v1 # $v0 = G(2a,b)+G(a,2b)  
      lw    $ra, 0($sp)  # restore $ra  
      addiu $sp, $sp, 16 # free stack frame  
      jr   $ra
```