

1. (a) $76 \text{ (base 10)} = 1001100 \text{ (base 2)}$
 $-46 \text{ (base 10)} = -1001100 + 1 = 1111 \ 1111 \ 1011 \ 0011 + 1 =$
 $1111 \ 1111 \ 1011 \ 0100$

2.

```
# CS 2734, Computer Organization II, Spring 2003
# MIPS program giving answer to Exam1, question 2
.globl main
main: addu $s7, $zero, $ra
      .data
A:     .word 47, 23, 89, 52, 43, 0, 0, 0, 0, 0
      .text
##### Start of answer to Question 2 #####
      la $s0, A           # address of A
      addi $t0, $0, 0      # loop counter, start at 0
      addi $t1, $zero, 5   # to terminate loop
      add $t2, $0, $s0     # address of item in A
Loop:  lw $a0, 0($t2)       # load current A value into $a0
      li $v0, 1           # print this value
      syscall
      li $v0, 4           # print a blank
      la $a0, Blank
      syscall
      addi $t0, $t0, 1     # increment loop counter
      addi $t2, $t2, 4     # increment pointer into A
      bne $t0, $t1, Loop  # branch back to form loop
##### End of answer to Question 2 #####
##### Finish main #####
      addu $ra, $zero, $s7
      jr $ra
##### write an array #####
      .data
Blank: .ascii " "
##### output #####
# ten42% spim -file exam1.s
# 47 23 89 52 43 ten42%
#####
```

Alternatively, the following code uses the mul pseudo-instr:

```
# CS 2734, Computer Organization II, Spring 2003
# MIPS program giving answer to Exam1, question 2
.globl main
main: addu $s7, $zero, $ra
      .data
A:     .word 47, 23, 89, 52, 43, 0, 0, 0, 0, 0
      .text
##### Start of answer to Question 2 #####
      la $s0, A           # address of A
      addi $t0, $0, 0      # loop counter, start at 0
      addi $t1, $zero, 5   # to terminate loop
Loop:  mul $t2, $t0, 4      # pseudo-instr, mult $t0 by 4
      add $t3, $t2, $s0     # add to start addr of A
      lw $a0, 0($t3)       # load current A value into $a0
      li $v0, 1           # print this value
      syscall
      li $v0, 4           # print a blank
      la $a0, Blank
      syscall
      addi $t0, $t0, 1     # increment loop counter
      addi $t2, $t2, 4     # increment pointer into A
      bne $t0, $t1, Loop  # branch back to form loop
##### End of answer to Question 2 #####
```

```
##### Finish main #####
      addu $ra, $zero, $s7
      jr $ra
##### write an array #####
      .data
Blank: .ascii " "
##### output #####
# ten42% spim -file exam1.s
# 47 23 89 52 43 ten42%
#####
```

Finally, one could use the fact that there is a zero at the end:

```
# CS 2734, Computer Organization II, Spring 2003
# MIPS program giving answer to Exam1, question 2
.globl main
main: addu $s7, $zero, $ra
      .data
A:     .word 47, 23, 89, 52, 43, 0, 0, 0, 0, 0
      .text
##### Start of answer to Question 2 #####
      la $s0, A           # address of A
Loop:  lw $a0, 0($s0)       # load current A value into $a0
      beq $a0, $0, Done    # quit when you get to zero
      li $v0, 1           # print this value
      syscall
      li $v0, 4           # print a blank
      la $a0, Blank
      syscall
      addi $s0, $s0, 4     # increment pointer into A
      b Loop              # branch back to form loop
Done:
##### End of answer to Question 2 #####
##### Finish main #####
      addu $ra, $zero, $s7
      jr $ra
##### write an array #####
      .data
Blank: .ascii " "
##### output #####
# ten42% spim -file exam1.s
# 47 23 89 52 43 ten42%
#####
```

3.

```
# CS 2734, Computer Organization II, Spring 2003
# MIPS program giving answer to Exam1, question 3
.globl main
main: addu $s7, $0, $ra
#### call to F #####
      addi $a0, $0, 19     # 19 is input param
      jal F               # call F
#### end of code for call to F #####
#### must now finish program and return from main
#### first print $v0 to show that code worked
      add $a0, $v0, $0     # must move $v0 to $a0
      li $v0, 1           # print an int
      syscall
#### Finish main
      addu $ra, $0, $s7
      jr $ra

#### Code for the function F #####
F:     addi $sp, $sp, -4    # make room on stack
```

```

        sw      $ra, 0($sp)    # save $ra on stack
        add     $v0, $a0, $a0  # double input parameter, return value
        lw      $ra, 0($sp)    # restore $ra from stack
        addi    $sp, $sp, 4    # restore stack
        jr      $ra           # return from call to F
#### End of code for F #####
#### output ####
# ten42% spim -file exam1_3.s
# 38ten42%
#####

```

```

=====
4. Use
(a) add     $s1, $s2,  $0    or  addi $s1, $s2, 0
(b) addi    $s3, $0,    200
(c) beq     $0,  $0,    Loop

```

```

=====
5.
# CS 2734, Computer Organization II, Spring 2003
.globl main
main:
    addu     $s7, $zero, $ra

### First way uses addi and requires 0 for sign bit
    lui     $s3, 0x0344
    addi    $s3, $s3, 0x07ff
## output answer: 0x034407ff or 54790143
    li      $v0, 1
    move    $a0, $s3
    syscall
    jal     Newl

### Second way uses ori and and always works
    lui     $s3, 0x0344
    ori     $s3, $s3, 0x07ff
## output answer: 0x034407ff or 54790143
    li      $v0, 1
    move    $a0, $s3
    syscall
    jal     Newl

### Third method without lui:
    li      $s3, 0x0344
    sll     $s3, $s3, 16
    ori     $s3, $s3, 0x07ff
## output answer: 0x034407ff or 54790143
    li      $v0, 1
    move    $a0, $s3
    syscall
    jal     Newl

## final part of main
    addu    $ra, $0,  $s7
    jr      $ra

## Newl function, print a newline
Newl:  li      $v0, 4
        la      $a0, Newline
        syscall
        jr      $ra
.data
Newline: .asciiz "\n"
#####
# Output:
# 54790143
# 54790143
# 54790143

```

6. With the given inputs, the upper two transistors are open (don't conduct current), while the bottom two are closed. Thus C is connected to the ground at the bottom and not to any power, so C's output is 0.

If either input is 0, C is 1, while both inputs 1 makes C a 0.
Thus C is a NAND gate.