

**CMPUT 229 Computer Organization and Architecture I**  
**Midterm Examination**  
*(February 28, 2001)*

Name: \_\_\_\_\_

SID: \_\_\_\_\_

*Do all problems. Closed book and notes. No calculator. Instruction encoding sheet is okay.*

1. Express (-25) in 16-bit signed 2's complement representation. Give the answer in hexadecimal.
2. If the ASCII code for character 'a' is 0x61, then that of character 'z' is:
3. If 0x41ac0000 represents an IEEE single precision floating point number, then its decimal value is:
4. Determine the encoding of the assembly instruction `sll $8, $9, 5`. Express your answer in hexadecimal.
5. What does the word 0x8e25fff0 represent as a MIPS assembly instruction?
6. Name any four of the five addressing modes in MIPS.
7. Assuming  $\$t0 = 0x15$  and  $\$t1 = -4$ , what will be the results in  $\$Hi$  and  $\$Lo$  when the instruction `mult $t0, $t1` is executed? Express your answer in hexadecimal.

8. Assuming  $\$t0 = 0x35$  and  $\$t1 = -4$ , what will be the results in  $\$Hi$  and  $\$Lo$  when the instruction `div $t0, $t1` is executed? Express your answer in hexadecimal.
9. Assuming  $\$t0 = 0x35$ , what will be result in  $\$t1$  when the instruction `sll $t1, $t0, 3` is executed. Express your answer in hexadecimal.
10. Use the real MIPS instructions of `beq`, `bne`, and `slt` to derive the minimum implementation of the pseudo-instruction `ble $t1, $t0, there`.
11. If you use the instruction `j there` in your program, and if this instruction is placed at `0x10010020` in memory, what is the largest address location that the label “there” can be?
12. Assume `array` is a global array of integers, `tmp` is a global integer, and variable `j` is represented by  $\$t0$ . (“Global” means their storage is allocated with assembler directives `.word` or `.space`.) Translate the following C instruction into MIPS assembly language.

```
array[j] = array[j-1];
```

13. Implement the following two C functions in MIPS assembly language. In `swap()`, assume that input arguments `a` and `b` are passed in  $\$a0$  and  $\$a1$ , respectively, and use  $\$t0$  as the local variable `i`.

```
int i = 4, j = 9;
main()
{
    swap(&i, &j);
}
```

```
swap(int *a, int *b)
{
    int i;
    i = *a; *a = *b; *b = i;
}
```