

```
# start of file math1.asm
```

```
#-----  
#      Text Section (Program)  
#-----
```

```
    .text  
    .globl __start  
__start:  
    lw     $t0,X  
    lw     $t1,A  
    lw     $t2,B  
    lw     $t3,C  
  
    mul   $t4,$t0,$t0  
    mul   $t4,$t4,$t1  
    mul   $t5,$t2,$t0  
    add   $t4,$t4,$t5  
    add   $t4,$t4,$t3  
  
    la    $a0,ans  
    li    $v0,4  
    syscall  
  
    move  $a0,$t4  
    li    $v0,1  
    syscall  
  
    la    $a0,endl  
    li    $v0,4  
    syscall  
  
    la    $v0,10  
    syscall
```

```
#-----  
#      Data Section (Variables)  
#-----
```

```
    .data  
X:    .word 7  
A:    .word 3  
B:    .word 4  
C:    .word 5  
ans:  .asciiz "answer = "  
endl: .asciiz "\n"
```

```
# end of file math1.asm
```

```

## length.asm - prints out the length of character
## string "str"
##
## t0 - holds each byte from string in turn
## t1 - contains count of characters
## t2 - points to the string

#####
# text segment #
#####

.text
.globl main
main: # execution starts here
    la $t2,str # t2 points to the string
    li $t1,0 # t1 holds the count
nextCh: lb $t0,($t2) # get a byte from string
        beqz $t0,strEnd # zero means end of string
        add $t1,$t1,1 # increment count
        add $t2,1 # move pointer one character
        j nextCh # go round the loop again

strEnd: la $a0,ans # system call to print
        li $v0,4 # out a message
        syscall

        move $a0,$t1 # system call to print
        li $v0,1 # out the length worked out
        syscall

        la $a0,end1 # system call to print
        li $v0,4 # out a newline
        syscall

        la $v0,10
        syscall # au revoir...

#####
# data segment #
#####

.data
str: .asciiz "hello world"
ans: .asciiz "Length is "
end1: .asciiz "\n"

```