

ASSEMBLER DIRECTIVES

1/1
1/1
1/1
4/40
4/4
4/4
4/40
3/3
3/3
4/4
4/4
4/4
1/1
1/1
4/4
4/4
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4/4
4/4
2/2
3/3
2/2

Result(s)

ber returned in \$v0
ber returned in \$f0
ber returned in \$f0

ess in \$v0

keyboard up to and
ial number are ig-
e fgets. It reads up
ull byte. If fewer
to and including
play on the termi-
pointed to by the
ated in the string.
bytes. Exit termi-
system.

.align *n*

Align the next datum on a 2^n byte boundary. For example, `.align 2` aligns the next value on a word boundary. `.align 0` turns off automatic alignment of `.half`, `.word`, `.float`, and `.double` directives until the next `.data` or `.kdata` directive.

.ascii *string**

Store the string in memory, but do not null-terminate it.

.asciiz *string**

Store the string in memory and null-terminate it.

.byte *b1*,..., *bn*

Store the n 8-bit values in successive bytes of memory.

.data <*addr*>

Subsequent items are stored in the data segment. If the optional argument *addr* is present, subsequent items are stored starting at address *addr*. For example: `.data 0x00008000`

.double *d1*, ..., *dn*

Store the n floating-point double-precision numbers in successive memory locations.

.extern *Symb* size

Declare that the datum stored at *Symb* is of size bytes large and is a global label. This directive enables the assembler to store the datum in a portion of the data segment that is efficiently accessed via register `$gp`.

.float *f1*, ..., *fn*

Store the n floating-point single-precision numbers in successive memory locations.

.globl *Symb*

Declare that label *Symb* is global so it can be referenced from other files.

.half *h1*,... *hn*

Store the n 16-bit quantities in successive memory half words.

.kdata <*addr*>

Subsequent items are stored in the kernel data segment. If the optional argument *addr* is present, subsequent items are stored starting at address *addr*.

.ktext <*addr*>

Subsequent items are put in the kernel text segment. In SPIM, these items may only be instructions or words. If the optional argument *addr* is present, subsequent items are stored starting at address *addr* (e.g., `.ktext 0x80000080`).

.space *n*

Allocate n bytes of space in the current segment (which must be the data segment in PCSpim).

.text <*addr*>

Subsequent items are put in the user text segment. In SPIM, these items may only be instructions or words (see the `.word` directive below). If the optional argument *addr* is present, subsequent items are stored starting at address *addr* (e.g., `.data 0x00400000`).

.word *w1*,..., *wn*

Store the n 32-bit quantities in successive memory words.

.word *w* : *n*

Stores the 32-bit value *w* into n successive memory words.

*Strings are enclosed in double quotes ("). Special characters in strings follow the C convention: newline: `\n`, tab: `\t`, quote: `\"`. Instruction op-codes are reserved words and may not be used as labels. Labels must appear at the beginning of a line followed by a colon. The ASCII code "back space" is not supported by the SPIM simulator. Numbers are base 10 by default. If they are preceded by `0x`, they are interpreted as hexadecimal. Hence, 256 and `0x100` denote the same value.