

1. Translate the following high-level language code segment to MIPS assembly language. Use the registers indicated in the code.

- a) if $X < Y$ then
 $\text{min} = X$
else
 $\text{min} = Y$
end if
- b) for $\$1 = 0$ to 100 by steps of size 10 do
 if ($\$3 < \1) AND ($\$2 \geq 50$) then
 $\$2 = \$2 + \$3$
 end if
end for
- c) while ($\$8 > 20$) do
 if ($\$8 < 100$) OR ($\$8 > 200$) then
 $\$7 = \8
 $\$8 = \$8 - 10$
 else
 $\$8 = \$8 - R7$
 end if
 $\$7 = \$6 + 4$
end while
sum = 0;

```

integer firstUnsortedIndex, testIndex, elementToInsert;
for firstUnsortedIndex = 1 to (length-1) do
    testIndex = firstUnsortedIndex-1;
    elementToInsert = numbers[firstUnsortedIndex];
    while (testIndex >=0) AND (numbers[testIndex] > elementToInsert ) do
        numbers[ testIndex + 1 ] = numbers[ testIndex ];
        testIndex = testIndex - 1;
    end while
    numbers[ testIndex + 1 ] = elementToInsert;
end for

```

2. Write MIPS Assembly Language code for the above insertion sort algorithm

```

        .data
numbers: .word 20, 30, 10, 40, 50, 60, 30, 25, 10, 5
length:  .word 10

```

```

        .text
        .globl main
main:

```

```

li      $v0, 10          # system call to exit
syscall

```