

Exercice 1 (13 pts) :

```
.data
tab: .space 20 .....(0.5pt)
m1: .asciiz "Donnez le nombre d'éléments de votre tableau SVP: " .....(0.5pt)
m2: .asciiz "Insérer le code ASCII " .....(0.5pt)
m3: .asciiz " SVP:" .....(0.5pt)
m4: .asciiz "Votre chaine de caractères est:" .....(0.5pt)
.text
la $t0, tab #adresse du tableau .....(0.5pt)
li $t1, 1 #le compteur de la boucle .....(0.5pt)

li $v0,4
la $a0, m1
syscall

li $v0,5
syscall
move $t2, $v0

lire:
bgt $t1, $t2, suite .....(0.5pt)

li $v0, 4 }
la $a0, m2 } .....(0.5pt)
syscall }

li $v0,1 }
move $a0, $t1 } .....(0.5pt)
syscall }

li $v0, 4 }
la $a0, m3 } .....(0.5pt)
syscall }

li $v0, 5
syscall .....(0.5pt)
move $t3, $v0
sb $t3, ($t0) .....(0.5pt)

addi $t0, $t0, 1 .....(0.5pt)
addi $t1, $t1, 1 .....(0.5pt)

b lire .....(0.5pt)
suite:
la $t0, tab .....(0.5pt)
li $t1, 1 .....(0.5pt)
```

```
li $v0, 4 }
la $a0, m4 } .....(0.5pt)
syscall }
```

afficher:

```
bgt $t1, $t2, fin .....(0.5pt)
```

```
lb $t3, ($t0) .....(0.5pt)
```

```
li $v0, 11 }
move $a0, $t3 } .....(0.5pt)
syscall }
```

```
addi $t0, $t0, 1 .....(0.5pt)
```

```
addi $t1, $t1, 1 .....(0.5pt)
```

```
b afficher .....(0.5pt)
```

```
fin: .....(0.5pt)
```

Exercice 2 (7 pts) :

```
.data
```

```
m1: .asciiz "Donnez le dividende SVP: " }
m2: .asciiz "Donnez le diviseur SVP : " } .....(0.5pt)
m3: .asciiz "Le quotient est:"
m4: .asciiz "\nLe reste est:" }
```

```
.text
```

```
li $t3, 0 #registre du quotient .....(0.5pt)
```

```
li $t4, 0 #registre du reste .....(0.5pt)
```

```
li $v0,4 }
la $a0, m1 } .....(0.5pt)
syscall }
```

```
li $v0,5 }
syscall }
move $t1, $v0 }
```

```
li $v0,4
la $a0, m2
syscall
```

```
li $v0,5
syscall
move $t2, $v0
```

boucle:

```
bge $t1, $t2, calculer .....(0.5pt)
```

```
b fin .....(0.5pt)
```

calculer:

```
sub $t4, $t1, $t2 .....(0.5pt)
```

```
addi $t3, $t3, 1 .....(0.5pt)
```

```
move $t1, $t4 .....(0.5pt)
```

```
b boucle .....(0.5pt)
```

fin:
li \$v0,4
la \$a0, m3(0.5pt)
syscall

li \$v0,1
move \$a0, \$t3(0.5pt)
syscall

li \$v0,4
la \$a0, m4(0.5pt)
syscall

li \$v0,1
move \$a0, \$t4(0.5pt)
syscall