

```

int    i=0;
int    j=1;
int    k=2;
int    h=3;

int    function()
{
    switch(i)
    {
        case 3:    j=k+h;        break;
        case 4:    j=k-h;        break;
        case 5:    j=k&h;        break;
        case 6:    j=k|h;        break;
        case 7:    j=k^h;        break;
        case 8:    j=k-2*h;      break;
        case 9:    j=k+2*h;      break;
    }
}
-----
.sdata
        .globl    i
        .globl    j
        .globl    k
        .globl    h

        .align    2
i:      .word 0
j:      .word 1
k:      .word 2
h:      .word 3

.rdata
        .align    3
$L10:   .word $L3
        .word $L4
        .word $L5
        .word $L6
        .word $L7
        .word $L8
        .word $L9

.text
        .align    2
        .globl    foo

function: subu    $sp,$sp,8
        sw      $fp,0($sp)
        move   $fp,$sp
        lw      $3,i
        subu   $2,$3,3
        sltu   $3,$2,7
        beq    $3,$0,$L11
        sll    $3,$2,2
        la     $4,$L10

        addu   $2,$3,$4
        lw     $3,0($2)
        j      $3

$L3:    lw      $2,k
        lw     $3,h
        addu   $2,$2,$3
        sw     $2,j
        j      $L2

$L4:    lw      $2,k
        lw     $3,h
        subu   $2,$2,$3
        sw     $2,j
        j      $L2

$L5:    lw      $2,k
        lw     $3,h
        and    $2,$2,$3
        sw     $2,j
        j      $L2

$L6:    lw      $2,k
        lw     $3,h
        or     $2,$2,$3
        sw     $2,j
        j      $L2

$L7:    lw      $2,k
        lw     $3,h
        xor    $2,$2,$3
        sw     $2,j
        j      $L2

$L8:    lw      $2,h
        move   $3,$2
        sll    $2,$3,1
        lw     $3,k
        subu   $2,$3,$2
        sw     $2,j
        j      $L2

$L9:    lw      $2,h
        move   $3,$2
        sll    $2,$3,1
        lw     $3,k
        addu   $2,$3,$2
        sw     $2,j
        j      $L2

$L11:   move   $sp,$fp
        lw     $fp,0($sp)
        addu   $sp,$sp,8
        j      $31

```