(5 pts) Exercise 3-21

• Convert the following C code to MIPS:
  
  float pick (float G[], int index) {
    return G[index];
  }

(5 pts) Exercise 3-22

• Convert the following C code to MIPS:
  
  float max (float A, float B) {
    if (A > B) return A / B;
    else return B / A;
  }
Exercise 3-23

Convert the following C code to MIPS:

```c
float sum (float A[], int N) {
    int j;
    float sum = 0.0;
    for (j=0; j<N; j++)
        sum = sum + A[j]
    return sum;
}
```
(10 pts) Exercise 3-25

- Convert the following C code into MIPS.

```c
float function2 (float x, float y) {
    if (x > y)
        return x + y;
    else
        return x - y;
}
```
(20 pts) Exercise 3-26

- Convert the following C code into MIPS. A C float is stored as a MIPS single precision floating point value.

```c
float dotproduct (float A[], float B[]) {
    float sum = A[0] * B[0];
    int ii;
    for (ii = 1; ii < 20; ii++) {
        sum = sum + A[ii] * B[ii];
    }
    return sum;
}
```
(10 pts) Exercise 3-27

• Convert the following C code into MIPS. ASSUME that the result of multiplying g by h will always fit in just 32 bits.
• NOTE: using integers, not floats, here!

```c
float function6 (int g, int h) {
    int prod = g * h;
    if (prod < 0)
        prod *= -1;
    return prod;
}
```

(3 pts EXTRA CREDIT) Exercise 3-31

• Convert the following C code to MIPS:

```c
float average (float A[], int N) {
    int j;
    float sum = 0.0;
    for (j=0; j<N; j++)
        sum = sum + A[j];
    return sum / N;
}
```