CS286 Project #2, Program Structure Check List
Fall 2018

If you see each of the followings, please just put a check mark (✓). Otherwise, please attach a short description (e.g., “not there”, “more than once”, and etc.).

Three Digits: 570

(1) Create a new stack frame: ✓

(2) Save modified registers: ✓ (Note: multiple registers should be saved)

(3) Call the recursive module: ✓

(4) Restore modified registers: ✓ (Note: Each register that is saved in (2) should be restored)

(5) Delete the new stack frame: ✓

(6) Stop module main: ✓ (Note: at the end of “main”)  

(7) Create a new stack frame: ✓ (should be the first instruction in the recursive module “Eratosthenes”)

(8) Save modified registers: ✓ (Note: multiple registers should be saved)

(9) Call the recursive module: ✓ (Note: should appear exactly once in this recursive module “Eratosthenes”)

(10) Restore modified registers: ✓ (Note: Each register that is saved in (8) should be restored)

(11) Delete the new stack frame: ✓

(12) Go back to the previous round: ✓ (Note: “jr $r accessor” should appear only once at the end of the recursive module “Eratosthenes”)

(13) Are the two modules are “two modules”? (yes or no): ✓. (e.g., if the recursive module appears inside of “main” – it appears before “jr $31” for the module “main”, it’s “no”)