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: 952

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 $ra” 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”)