CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): 563

*Note: some people have to write down 4 digits

I. MODULE MAIN STRUCTURE

(1) A program begins with “main:”
   YES: _____  NO: _______

(2) "$ra register" is saved ("sw $ra, X($sp)"") at the beginning of module main:
   YES: _____  NO: _______

(3) Other registers (other than $ra) are saved ("sw $yy, X($sp)"") at the beginning of module main:
   YES: _____  NO: _______

(4) There is "jal" inside of module main:
   YES: _____  NO: _______

(5) $ra register is restored ("lw $ra, X($sp)"") at the end of module main:
   YES: _____  NO: _______

(6) Other registers (other than $ra) are restored ("lw $yy, X($sp)"") at the beginning of module main:
   YES: _____  NO: _______

(7) There is either:
   (a) "jr $31"
   (b) "li $v0, 10" followed by "syscall"
   At the end of the module main:
   YES: _____  NO: _______

II. RECURSIVE MODULE STRUCTURE

(1) "$ra register" is saved ("sw $ra, X($sp)"") at the beginning of the recursive module:
   YES: _____  NO: _______

(2) There is "jal" inside of the recursive module:
   YES: _____  NO: X
(3) $ra register is restored ("lw $ra, X($sp)") at the end of the recursive module:

YES: ✔
NO: 

III. PROGRAM OUTPUTS

(1) \( \text{GCD}(7654, 344) = 86, 3 \) (or 4) rounds ✔
(2) \( \text{GCD}(782, 52) = 2, 3 \) (or 4) rounds ✔
(3) \( \text{GCD}(1234, 84) = 2, 6 \) (or 7) rounds ✔