CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): 608

*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: ________
III. PROGRAM OUTPUTS

(1) \( \text{GCD (7654, 344)} = 86, \; 3 \text{ (or 4) rounds} \)

(2) \( \text{GCD (782, 52)} = 2, \; 3 \text{ (or 4) rounds} \)

(3) \( \text{GCD (1234, 84)} = 2, \; 6 \text{ (or 7) rounds} \)