CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): 618
*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 $yy, X(sp)") at the beginning of module main:
   YES: ________ NO: x
(4) There is "jal" inside of module main: YES: ✓ NO: ________
(5) "$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: x
(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: x
(2) There is "jal" inside of the recursive module:
   YES: ✓ NO: ________
(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 ✓