CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): 927
*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: 
(3) $r_a$ register is restored ("lw $r_a, X($sp)"") at the end of the recursive module:

YES: ________  NO: ________

III. PROGRAM OUTPUTS

1. GCD (7654, 344) = 86, 3 (or 4) rounds
2. GCD (782, 52) = 2, 3 (or 4) rounds
3. GCD (1234, 84) = 2, 6 (or 7) rounds

[Handwritten notes: 7 prints the GCD but not the round #']