CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): __009__

*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) $ra register is restored ("lw $ra, X($sp)") \textbf{at the end} of the recursive module:

\begin{tabular}{ll}
YES: & ✔
NO: &
\end{tabular}

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 ✔