CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): 605
*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) "$rj $31"
   (b) "$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

The GCD is printed as 214 74 72 280 for all inputs