CS286 Programming Project #2 Grading Checklist

Student ID (only the last 3 numbers*): 679

*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)") 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 ✓