

Team \_\_\_\_\_1-1\_\_\_\_\_

Maximum Points : \_\_\_\_\_8\_\_\_\_/ 10

### Grading criteria for Pre-Milestone 1

1. Completeness of assembly language instructions (7 points)
  - a. Instructions to access memory (1 point)
    - Effective address (register indirect/direct/base-displacement)  
L and S present.
  
  - b. Instructions to do basic arithmetic (add, sub, logical) (1 point)
    - Number of operands
    - immediates
      - size of immediate field
    - memory operands (address calculation)  
3 registers, no immediate values.  
No memory operands, nor shifting.  
I suggest dropping multiply, it is difficult to implement.
  
  - c. Instructions to conditionally branch (2 points)
    - MIPS-like “condition-code less”
    - Use of condition-codes
    - Effective address (register indirect/direct/base-displacement)
      - If register indirect/base-displacement, is there any way to load an entire address into the register
    - Size of address  
= provided. Register stored, with I for storing an address.
  
  - d. Instructions to un-conditionally branch (1 point)
    - Effective address (register indirect/direct/base-displacement)
      - If register indirect/base-displacement, is there any way to load an entire address into the register
    - Size of address  
J provided. Jumps to an immediate, method unknown til milestone1

- e. Instructions to handle procedures ( 1 point)
- instruction to transfer control
  - instruction to return to calling procedure
- NO specific instructions for this. It will require a number of labels to accomplish this using only bequels and jump. Or the user must store the return address in some designated location. You may choose to run with this, I just suggest coming and talking to me before you do.
- 1

- f. Other data movement instructions (1 point)
- between registers
  - immediate value to register (size of immediate value)
- AND, OR, NOT, load upper, is less than are nice.

2. Program for Relatively prime value (3 points)

- a. Uses instructions from above-said list, not MIPS. (-3 if MIPS, don't continue.)
- b. Tests approximately 50 % of the above-listed instructions.
- c. Input values read from memory and output written to memory. (1 pt)

Values assigned, not drawn from memory. -1

- d. Procedure used to determine the gcd using Euclid's algorithm as specified in the high-level language. (1 pt)

A little confusing, it appears to be the algorithm, but ~c is used before being defined.

- e. Use of conditional instructions in main/procedure. (1 pt)

Conditionals = and < are both in the program.

- f. Any conventions followed regarding parameter passing and returning values,
- g. Approximate number of registers the program uses.