

Team _____1-3_____

Maximum Points : ___7___/ 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)
Yeah.

 - b. Instructions to do basic arithmetic (add, sub, logical) (1 point)
 - Number of operands
 - immediates
 - size of immediate field
 - memory operands (address calculation)
add and logical.

 - 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
Lots of them. No direct comparisons...

 - 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
It can be done, if the programmer tries.

 - e. Instructions to handle procedures (1 point)

- instruction to transfer control
 - instruction to return to calling procedure
- Yeah, jal type commands and jump to register.

- f. Other data movement instructions (1 point)
- between registers
 - immediate value to register (size of immediate value)
- li, both of them, and copy.

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 _____ % of the above-listed instructions.
 - c. Input values read from memory and output written to memory. (1 pt)
 - d. Procedure used to determine the gcd using Euclid's algorithm as specified in the high-level language. (1 pt)
 - e. Use of conditional instructions in main/procedure. (1 pt)
 - f. Any conventions followed regarding parameter passing and returning values,
 - g. Approximate number of registers the program uses.

Ok, someone from your group needs to come to me and explain where lil and liu are in your commands list. I also want to know why the lw in your code isn't the same as the lw in your instruction list. Only some adds match up.

-3 until clarified.