

Team _____ 1-4 _____

Maximum Points : 9.5 / 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)
Lw and sw.

 - b. Instructions to do basic arithmetic (add, sub, logical) (1 point)
 - Number of operands
 - immediates
 - size of immediate field
 - memory operands (address calculation)
yep. I suggest losing mult, it is difficult to implement, but it is up to you.

 - 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
beq

 - 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 and jal.

- e. Instructions to handle procedures (1 point)
- instruction to transfer control
 - instruction to return to calling procedure
- you have jal, but without jr, things will be messy. -1/2.
I see you used jr in your program. You may want to add it to your language list.

- f. Other data movement instructions (1 point)
- between registers
 - immediate value to register (size of immediate value)
- clear, li, lots of stuff to mess with, well done here.

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 70 % of the above-listed instructions.
- c. Input values read from memory and output written to memory. (1 pt)

Looks like it.

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

It would appear so.

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

Lots of beq.

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