

Team 2-5

Maximum Points : 9 / 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)
Yes.

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

 - 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
Yeah.

 - 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
Yeah.

- e. Instructions to handle procedures (1 point)
- instruction to transfer control
 - instruction to return to calling procedure
- Call and ret.

- f. Other data movement instructions (1 point)
- between registers
 - immediate value to register (size of immediate value)
- Yeah.

Lots of instructions, your project will require lots of time. Just for a fair warning.

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 33 % of the above-listed instructions.
- c. Input values read from memory and output written to memory. (1 pt)

Read from an input and written to the output. Memory isn't used as was specified. -1

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

Looks like it.

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

Yes, combination of CP and JP.

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