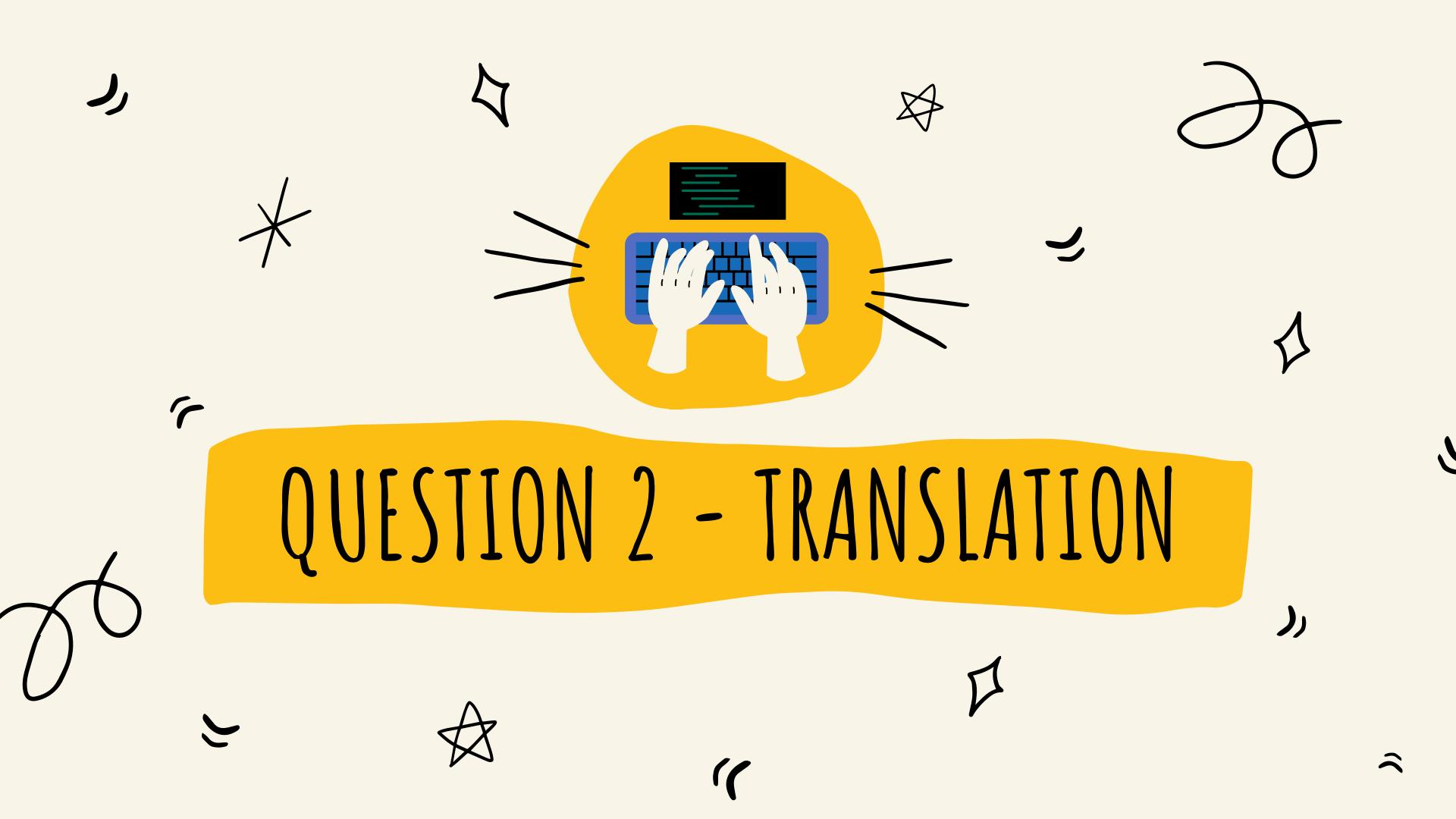
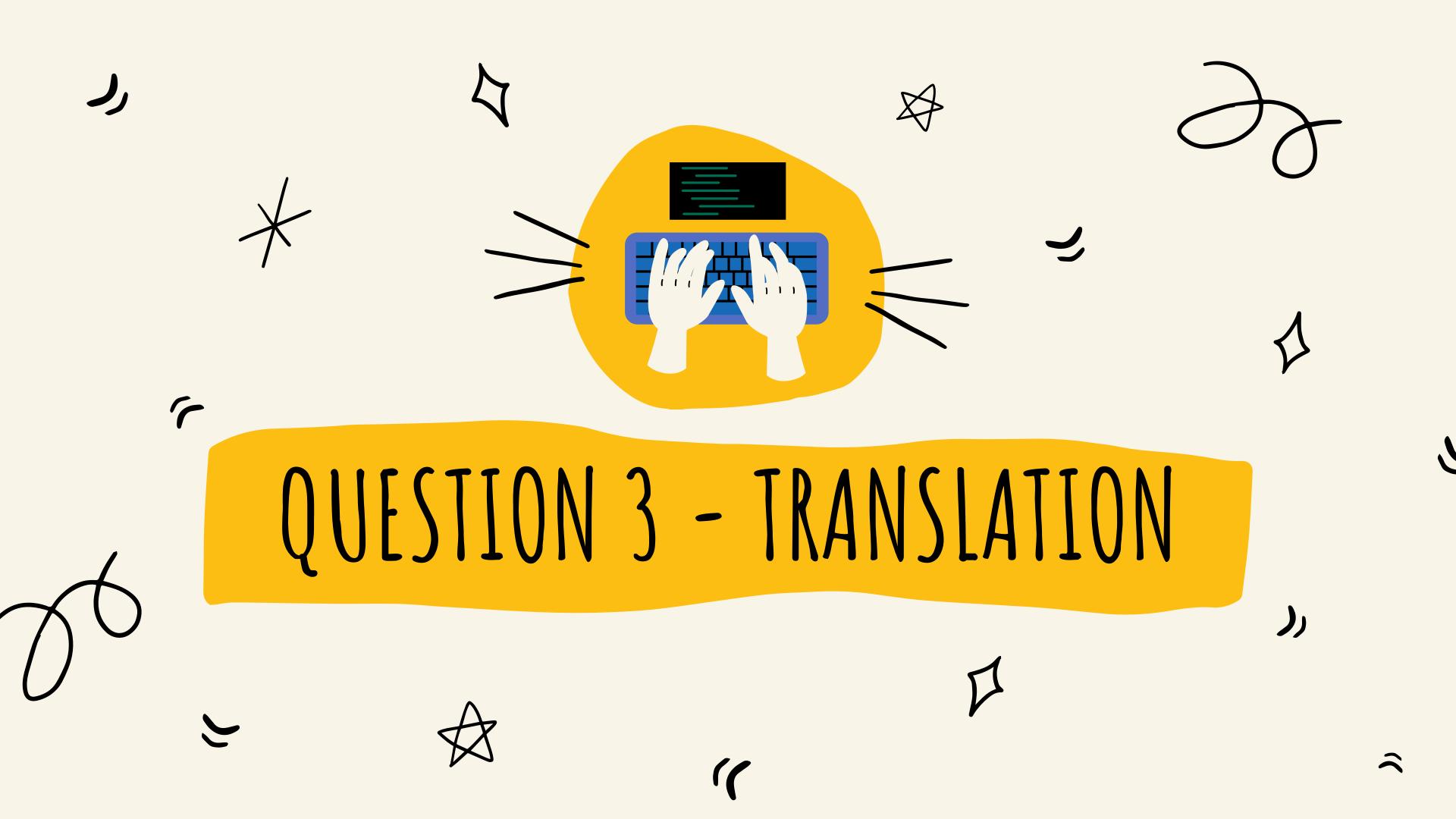
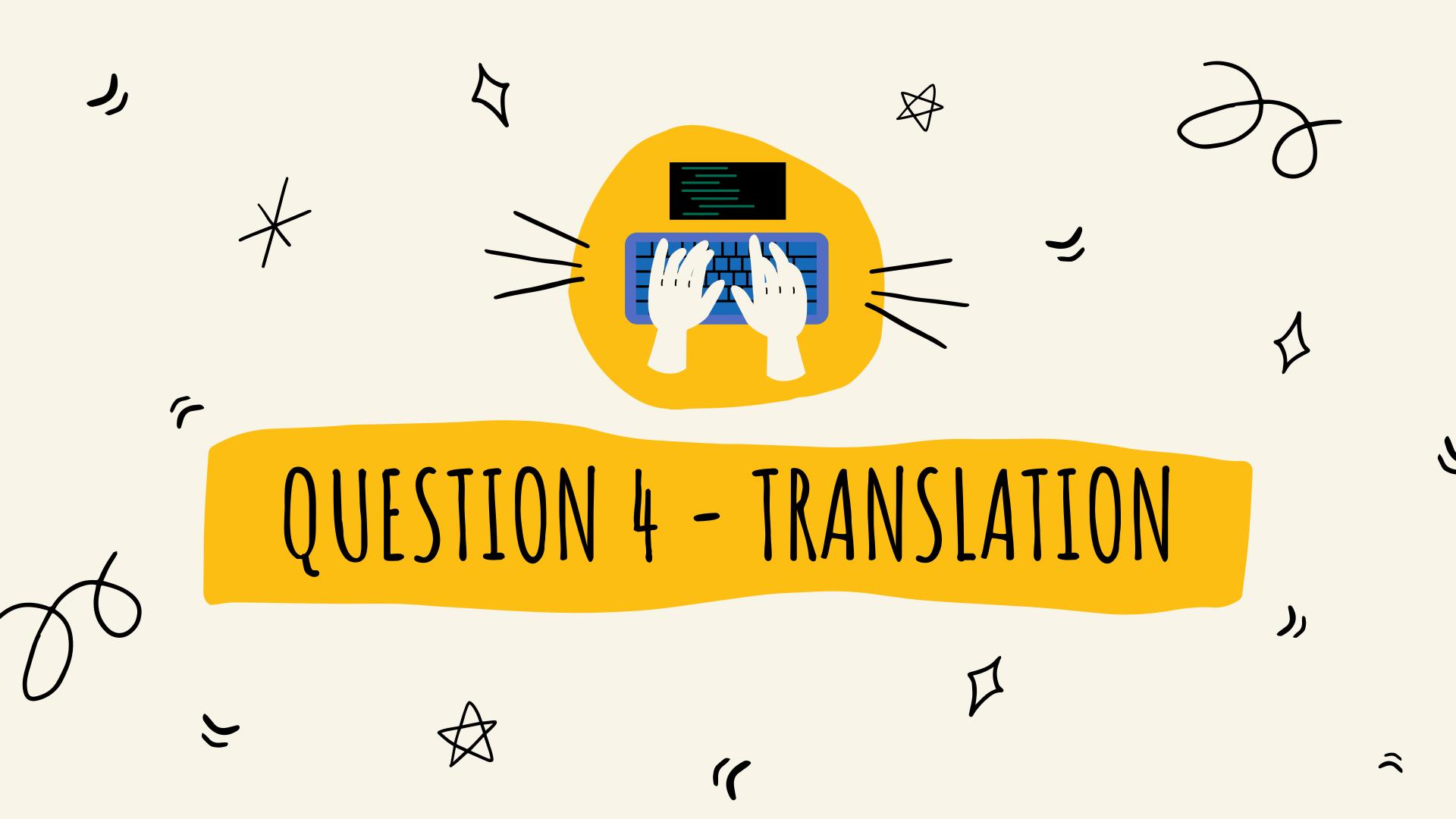


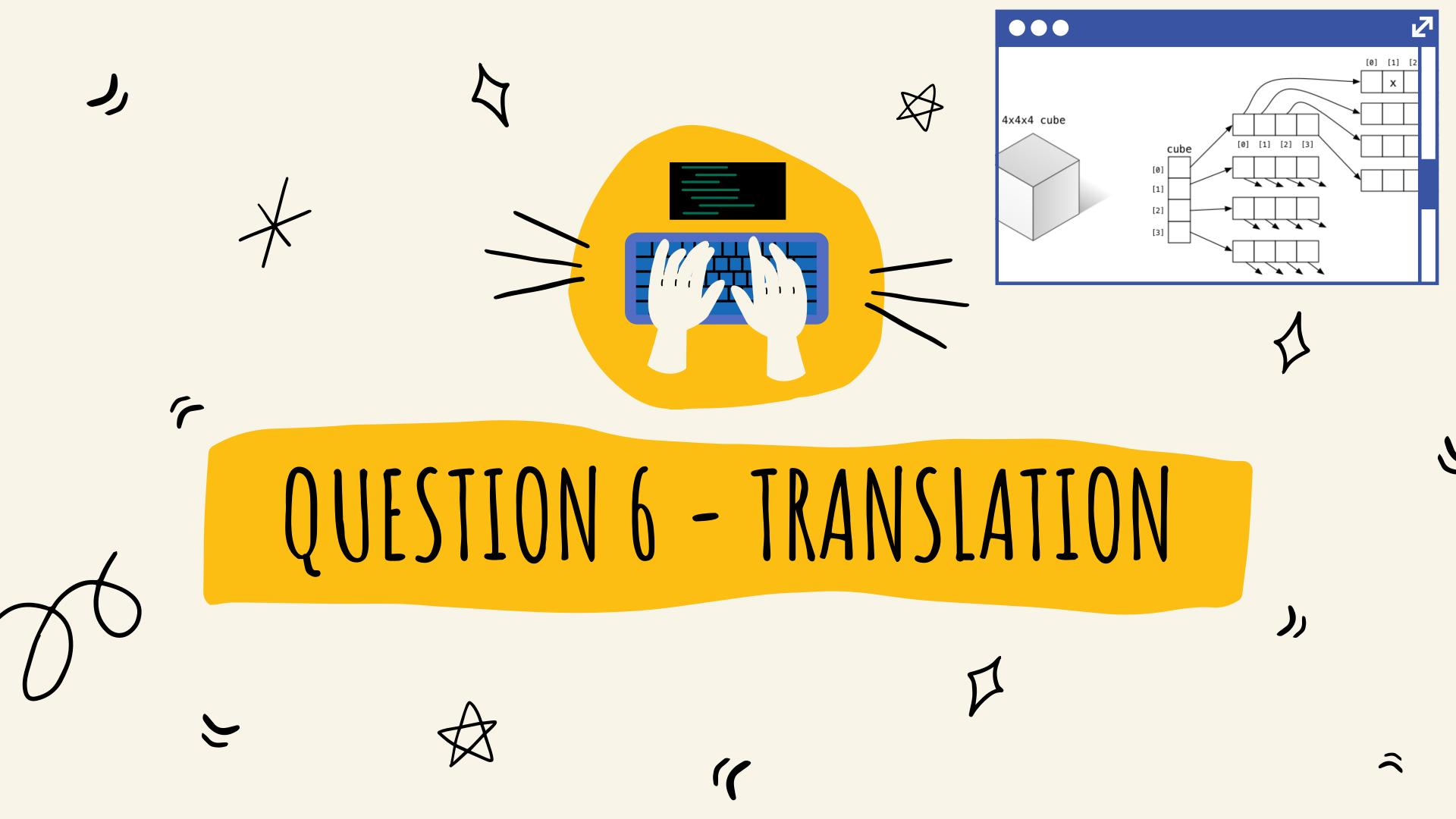
OFTEN WHEN WRITING LARGE MIPS PROGRAMS, YOU WILL MAKE ACCIDENTAL ERRORS THAT CAUSE YOUR PROGRAM TO MISBEHAVE. DISCUSS WHAT TOOLS ARE AVAILABLE TO HELP DEBUG BROKEN MIPS CODE.











QUESTION 7

For each of the following struct definitions, what are the likely offset values for each field, and the total size of the struct:

```
1 struct _coord {
2    double x;
3    double y;
4 };
```

```
1 typedef struct _node Node;
2 struct _node {
3    int value;
4    Node *next;
5 };
```

```
1 struct _enrolment {
       int stu_id;
                           // e.g. 5012345
2
       char course[9]:
                           // e.g. "COMP1521"
3
       char term[5];
                           // e.g. "17s2"
4
       char grade[3];
                          // e.g. "HD"
5
       double mark;
                           // e.g. 87.3
6
7 };
```

```
1 struct _queue {
                       // # items currently in queue
       int nitems;
2
                       // index of oldest item added
       int head;
3
       int tail;
                       // index of most recent item added
4
       int maxitems;
                       // size of array
5
                       // malloc'd array of Items
       Item *items;
6
7
  };
```



