

Suggestions for Implementing Recursive functions in MIPS

1. Handle the base case first
 - a. Before you allocated a stack frame if possible
2. Allocate stack frame
3. Save return address
4. **For each function call:** (suggestion: use \$s registers if > 1 call)
 - a. Save any registers needed after the call
 - b. Compute arguments
 - c. Call function
 - d. Restore any registers needed after the call
 - e. Consume return value (if any)
5. Deallocate stack frame and return