**Suggestions for Implementing Recursive functions in MIPS**

1. Handle the base case first
   1. 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)
   1. Save any registers needed after the call
   2. Compute arguments
   3. Call function
   4. Restore any registers needed after the call
   5. Consume return value (if any)
5. Deallocate stack frame and return