Foothill College
CS 10 Computer Architecture and Organization

Topic Lecture Notes – MIPS Assembly Language Style Guide

This is an auxiliary discussion to get us started on coding style guidelines for assembly programming in this class. Each week's examples will provide additional guidelines as we add constructs to our MIPS assembly toolbox.

The coding conventions for CS 10 are similar to those for your prior CS classes. Where they differ is in following the conventions for register usage, particularly in regards to calling subroutines.

Header File

Provide a header file at the top of your source solutions. Follow the examples provided in class. Important information to include is your name and a short description of what the program does. A register usage table can also prove useful. You want to store information here that would direct an outsider (or yourself at a later time) to follow what the program is doing.

Line Length

Keep source lines < 80 characters. This is to prevent text-wrap around in some editors.

Comments

Inline comments should ADD information versus repeating what the assembly statement line is doing.

Early Advice

Issue an exit call to the operating system to stop your program….do not allow the simulator to have you fall off the bottom!