Topics

2d arrays: flag.c
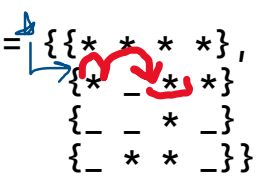2d arrays + structs: map.c
Functions: max.c, sum.c

Max.c has example style comment for assignment 1

2d arrays

```
Char flag[3][4] = {{* * * *},
                   {* _ * *}
                   {_ _ * _}
                   {_ * * _}}
```

Get &flag[row][col]
   1. Get to the right row

&flag[row] = start of array + row*sizeof(row)

&flag[row][col] + &flag[row] + col*sizeof(element)

What is the size of a row?
Width of array * sizeof(element)

Flag[1][2]

```
Flag:
   .byte * * * *
   .byte * _ * *
   .byte _ _ * _
   .byte _ * * _
```
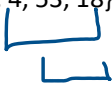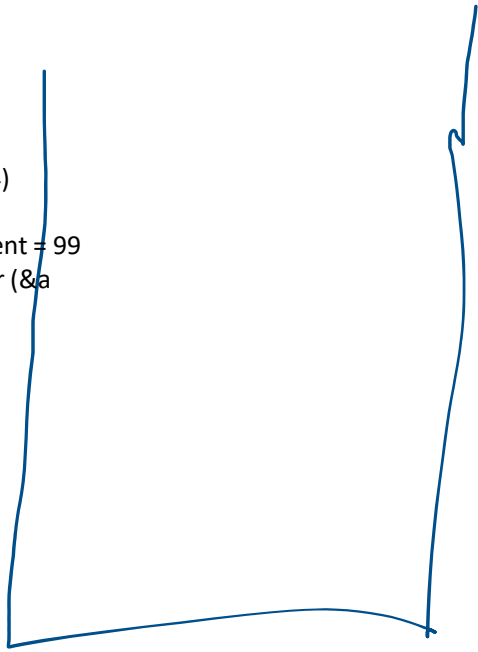
Functions

Mai

What is a function?

- Functions are named pieces of code (**labels**)
  - Which you can call (`jal`)
  - Which you can (optionally) supply arguments ($a0 - $a3)
  - Perform computations using those arguments
  - And return a value ($v0) to a caller

Array = {99, 4, 53, 18}

Max(&array[0], 4)

First_element = 99
Max_so_far (&a

Using the stack

Monday, 30 September 2024   4:05 PM

Do I need to use the stack for this function?