Assignment 3: Question 3.2

\* Project : Assignment 3

\* Name of the file : COA\_A3\_P2.S

\* Brief Description of file : Assembly code to handle different function calls

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We first load sp value, machine trap handler and supervisor trap handler addresses.

We handle transition between privilege levels as we did in Question 3.1.

We now implement 3 different function calls.

As we use ecall for all the calls we use an argument, namely a0, to denote which function is in use.

We have used a0=1, 2, 3 to denote that bite, cite, kite have been called respectively.

In each we implement a namesake functionality just to show that the function has indeed been called.

As bite and cite have very few arguments (less than the total number of argument registers), we store the argument values provided in the question in these registers themselves whereas we use a data section for the arguments of kite function.

The specifics of which functionality of the above explanation is done and where is shown via comments in the assembly code file.