**TPS Activity 1**

5. There is no need to declare the n

**TPS Activity 2**

1. 29 will be output if “5” is entered
2. In the main function, a string is displayed, then it asks the user for an input and stores it in the argument register. The main then jumps to the recursion function, when a value is returned, it is displayed
3. $a0 is to be used to hold the user entered value since it will be sent to the recursion function
4. When the program returns to the main, the value is expected to be in $v0. However, you can move it to the $a0 since $v0 will be used for syscall
5. When stack pointer was moved to create extra storage for the function, 3 integer values are reserved in this storage The first thing to be stored in this stack frame is the address of the main
6. We need to save $a0 in the stack since we will need the original value when we will call the recursion second time
7. We need the save the returned value that came back from the first recursion in the stack since it will be lost when we call the recursion second time
8. Before returning to main, the address of main needs to be retrieved from stack.