**Questions to answer**

In addition to what is described above, also turn in answers to the following questions:

(2 pts) 1. How do you get the current address of the stack?

It will be placed in %ebp

(2 pts) 2. What affects the amount of memory that is needed from the runtime memory stack for a function?

Parameters, automatic locals

(2 pts) 3. When **passing parameters** to a function from the **caller**, how are they passed? (This is asking for the caller's perspective.)

Hint: the first parameter is passed by storing it at 0(%esp).

Save the values for registers %eax %edx and $ecx if it's needed after the call

Put each parameter onto stack in order from right to left

Call function using call

(1 pts) 4. Suppose an address is in %ebx. How do we pass that address as the first parameter to a function?

movl 8(%ebx),%eax

movl %eax,(%esp)

(1 pts) 5. Suppose an address is in %ebx. How do we pass the value at that address as the first parameter to a function?

movl 8(%ebp),%ebx

(12 pts) 6. What is the algorithm used by determineGrade to determine the grade? Your description should either use pseudo code or C.

iQtot = 0

itot = iG1 + iG2 + iG3

if(g4 <= g5) jump to .L2

else keep going down and jump to .L3

if(g6 <= g7) jump to .L4 and compute

else keep going down and jump to .L5

if(g8 != 0) jump to .L6

else keep going down and set value of iG8 = iG10

.L6

If(g9 !=0) jump to .L7

else keep going down and set value of iG9 = iG10

.L7

arthmetic shift value of G9 by 1 bits

multiply value of G10 by 3

iTOT = iTOT + iQtot + iG8 + result of arithmetic shift of G9 + G10 \* 3

return iTOT