## **MIPS Function Call Example**

Write the MIPS assembly code to perform the following recursive function call to compute a factorial. For this problem, assume that n is always a non-negative number.

```
int fact (int n) {
      if ((n == 1) || (n == 0))
          return (1)
      else
          return (fact(n-1) *n)
    }

Let: register 1 = constant 1
    register 4 = n
    register 2 = result

Given: register 29 = stack pointer ($sp)
    register 30 = frame pointer ($fp)
    register 31 = return address ($ra) for procedure/function calls
```

```
fact:
           addi $1, $0, 1
                                         # initialize reg. 1 to 1
           beq $4, $0, return1
                                         # if (n == 0) then goto return1:
           bne $4, $1, continue
                                         # if (n != 1) then goto continue:
           addi $2, $1, 0
return1:
                                         #
                                               assign result = 1
                 $31
                                         #
           jr
                                               return
           addi $29, $29, -12
                                         # allocate stack space for fp, ra, n
continue:
                 $30, 8 ($29)
                                         # save frame pointer
            SW
                 $31, 4 ($29)
                                         # save return address
            SW
           addi $30, $29, 8
                                         # update frame pointer
                 $4, 0 ($29)
                                         # save n
            SW
           addi $4, $4, -1
                                         # make n-1
                 fact
                                         # recursive call to fact(n-1)
           jal
            lw
                 $4, 0 ($29)
                                         # restore n
           mult $2, $4
                                         # fact (n-1) * n
           mflo $2
                                         # put product in result reg.
                 $31, 4 ($29)
            lw
                                         # restore return address
            lw
                 $30, 8 ($29)
                                         # restore frame pointer
           addi $29, $29, 12
                                         # restore stack pointer
                  $31
                                         # return
           jr
```