Activity 1:

1. Procedures are a list of steps. Functions takes a lot of inputs and return one or more values, a procedure doesn't return a value, and a method is similar to a function however it's directly related to an object (while a function can have a larger scope).
2. Done
3. #include <stdio.h>

int Sum(int n, int m){

int x = n + m;

return x;

}

int main(){

int n = 5, m = 10;

int sum = Sum(n, m);

printf("%d\n", sum);

return 0;

}

4. Done 20 and adds

5. yes you can do that, but it isn’t proper to do that from the conventions.

6. line 11,0,no it doesn’t make sense

7. Done

Activity 2:

1. 38
2. Done
3. It gets lost
4. $ra, $s0, $a0

sw $s0, 8($sp) #backup s0 from MAIN

sw $a0, 4($sp) #backup a0 from MAIN

sw $ra, 0($sp) #backup ra to MAIN

addi $sp, $sp, -12

4 bytes for one word

lw $ra, 0($sp) #restore sp from MAIN

lw $a0, 4($sp) #restore a0 from MAIN

lw $s0, 8($sp) #restore s0 from MAIN

addi $sp, $sp, 12