Question 4 (25 points):

The first function is called fun. Given the value of an integer i, fun computes the value of an integer f_i , that is defined by the following equations:

$$f_{0} = 1$$

$$f_{1} = 2$$

$$f_{i} = f_{i-2} + (-1)^{i} \times f_{i-1}$$
(1)

Hint: another way to write the expression for f_i is as follows:

$$f_{i} = \begin{cases} 1 & \text{if } i = 0\\ 2 & \text{if } i = 1\\ f_{i-2} - f_{i-1} & \text{if } i \neq 1 \text{ and } i \text{ is odd}\\ f_{i-2} + f_{i-1} & \text{if } i \neq 0 \text{ and } i \text{ is even} \end{cases}$$
 (2)

The specification for fun is as follows:

• parameters:

\$a0: *i*

• return value:

- \$v0: f_i

- guarantee:
 - The value of i, all the intermediate values, and of f_i can be expressed as 32-bit integers.

Your implementation of fun must follow all the MIPS calling conventions for saving/restoring registers.

Code for fun		
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Question 5 (25 points): The second function that you will write is maxfun. Given an integer k, maxfun returns the maximum value of f_i in the interval [0, k]. The [] indicates that the limits of the interval are included in the computation of the maximum. To compute f_i maxfun must call the function fun. The specification for maxfun is as follows:

• parameters:

\$a0: *k*

• return value:

\$v0: maximum value of f_i in the interval [0, k].

• guarantee

- the value of f_i in all points in the interval [0, k] can be expressed as a 32-bit integer.

MIPS code for maxfun		
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