



COMP1521 Week 4



2D arrays and MIPS functions!



Assignment has been released!

Notes on style:

- I would recommend writing your code using 'hard' tabs (don't insert spaces) with a width of 8.
- Assembly style guide on course homepage is generally a good idea.
- Don't forget to fill out all of that documentation above your functions! Also remember to fill out your header comment :)
- Use descriptive label names, and try and follow the conventions already used in the file.
 - i.e. "main__row_init_loop" is a much better label than something like "loop1".

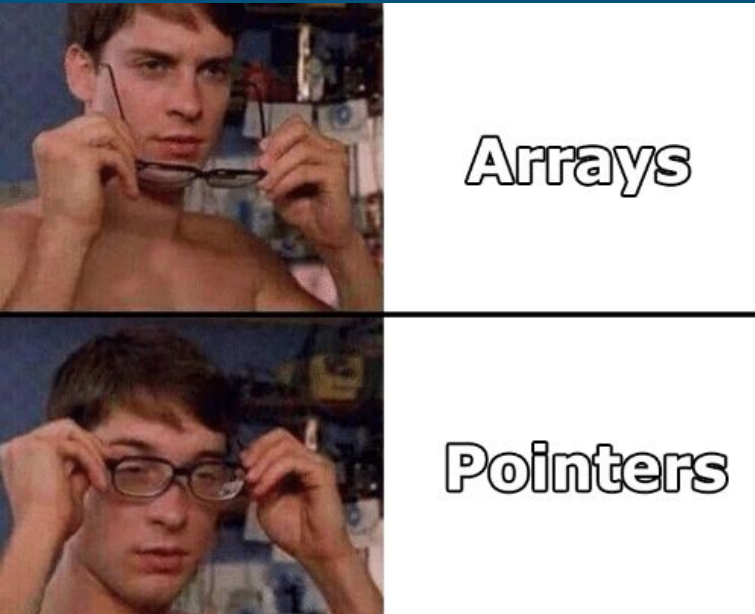
What is "frame", "uses", and "clobbers" (in function documentation)? What about "locals"?

- Frame = registers placed on the stack and restored before the function returns.
- Uses = registers used by the function.
- Clobbers = registers whose values are changed by the function. Hence, clobbers is generally equal to $(\text{uses} - \text{frame})$.
- Also, 'locals' refers to local variables in the C code.
- For further clarification, you might find <https://jashankj.space/notes/cse-comp1521-better-assembly/> useful.

MIPS conventions

- Always put function arguments in registers \$a0, \$a1, etc...
- Return value should always be in \$v0.
- You must **always** assume that anything you put in a register that isn't a \$s is 'destroyed' or 'wiped' as soon as you call a function (technically this also applies to \$ra, \$sp, and \$fp too...).
- You must save (push) \$ra in the prologue in any function that calls other functions.
- You must save (push) \$s registers in the prologue if they are used in the function.
- In the epilogue, pop whatever you push in reverse order that you pushed.

Onto the tute questions...



Arrays

Pointers

Just C/C++ things

