

19/7

\* same code for bar & Foo as used on 10/2

\* continuation of code from previous page:

```

Foo: add  $30, $29, $0  # init Foo's FP
      addi $29, $29, -4  # allocate SP
      addi $1, $0, 100  # T=100
      SW  $1, -4($30)   # store T in stack
      LW  $1, 12($30)   # load N
      LW  $2, 8($30)    # load P
      LW  $3, 0($2)     # load *P
      add  $1, $1, $3    # N+*P
      SW  $1, 0($2)     # *P=N+*P
      LW  $1, 4($30)    # load A
      LW  $2, 8($1)     # load A[2]
      LW  $3, 16($30)   # load M
      add  $2, $2, $3    # A[2]+M
      SW  $2, 4($1)     # A[1]=A[2]+M
      LW  $1, -4($30)   # load T
      sli $1, $1, 3     # T*8
      SW  $1, 16($30)   # M=T*8
      LW  $1, 16($30)   # load M
      SW  $1, 0($30)    # store M in RV
      addi $29, $29, 4  # deallocate FP
      jr  $31           # return to caller
  
```