#1. The ____________ (calling or called) function is responsible for allocating the space in the stack frame for local variables associated with that stack frame.

The ret instruction adds __________ to the value in __________ and stores the result in __________.

If we have a retl instruction, the next instruction should be ___________________.

The ___________ registers in the current register window are mapped to the ___________ registers as part of the restore instruction.

In general, the ____________ (calling or called) function is responsible for allocating the space in the stack frame for parameters associated with that stack frame.

The instruction immediately following the call instruction is called the ___________ slot/instruction (usually a nop there and we may try to replace the nop with a useful instruction for optimization).

To access local variables stored on the Runtime Stack in the SPARC architecture, you use a ___________ offset relative to register ___________.

#2. a) Convert 117.875\textsubscript{10} to binary fixed-point and single precision IEEE floating-point representation (expressed in hexadecimal).

binary fixed-point __________________________ x 2\textsuperscript{0}

IEEE floating-point __________________________ (hexadecimal)

b) Convert 0xC2DA4000 (single precision IEEE floating-point representation) to fixed-point decimal.

fixed-point decimal __________________________ (decimal / no exponential notation)

(over)
#3.
What gets printed with the function call `mystery( 15 );`?

```c
void mystery( int n ) {
    if ( n <= 80 ) {
        printf( "%d\n", n ); /* Output the value of n followed by a newline */
        mystery( n + 25 );
        n = n - 20;
        printf( "%d\n", n ); /* Output the value of n followed by a newline */
    } else {
        printf( "Cease\n" );
    }
}
```