





10. (9pts) What are the three types of instructions in MIPS? For each type, show which bits are assigned to which field, and give the name of each field.
11. (9 pts) How are subroutine calls handled in MIPS? (What are the instructions involved, what happens to the current PC, etc.)
12. (9 pts) The MIPS jump instruction uses the distance field to indicate distance away from the PC. What is that distance measured in? How is this accomplished? What must be done if you need to jump further than that distance?

13. (4 pts) What are the 4 benchmark types we discussed in class?

14. (6 pts) What is a dispatch table? Where (and why) is it used?

15. (10 pts) List 5 things that changed in your design when going from a single cycle to a multiple cycle implementation.

16. (20 pts) Add the control lines to this diagram.

