The following C function will return the number of occurrences of the character c in the string s:

```c
int strccnt(char *s, char c)
{
    int count = 0;

    while (*s != '\0')
    {
        if (*s == c)
            ++count;

        ++s;
    }

    return count;
}
```

Write MIPS assembly corresponding to this function. Your assembly code should push and pop a frame for the function. Assume that s is passed through $a0 and stored in $s0, c is passed through $a1 and stored in $s1, count is kept in $s2, and $s3 is used to hold the current character from s. Count is returned through $v0. Use this for your frame map:

```
<table>
<thead>
<tr>
<th>$fp</th>
<th>$s3</th>
<th>$s2</th>
<th>$s1</th>
<th>$s0</th>
</tr>
</thead>
</table>
```

E-mail your solution, in ASCII text form, to kelliher@bluebird.goucher.edu by 5:00 PM on the 25th.