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CS278

Final Project Individual Summary

From class we mainly used the book, Irvine’s documentation and the slide sets. Specifically, the programs we wrote in SG5 and SG6 were very helpful as our program was heavily based in array manipulation. I think working with the 2d array and lots of other variables helped me learn a lot about how memory works much better than I did before. When two variables are initialized next to each other, because assembly of assembly’s behavior with pointers, you can access and manipulate variable 2 from the offset of variable 1 if you want to. In our case, when we went out of bounds on our 2d array we would find the information from the other variables we used. The main learning, we did outside of class was how to implement and read/write from/to a 2d array as well as how to format multiple cmp and jump statements to check the state of the board. Additionally, we also went through the different function available to us in Irvine’s library and learned how to use some which we did not cover in class to simplify our program. Our program needed to use a lot of cmp and jmp statements as opposed to an if statement in a higher-level language. It surprised me how cleanly we could create an if-else stamen using cmp and jump variants. Some of these comparisons required no more code than in a higher-level language. I also wish I could use jump commands in c++ for some tasks. It could greatly simplify some instructions. Our initial goal was to create an ultimate version of Tic Tac Toe but given our finals schedule we decided to simply make a polished version of normal Tic Tac Toe. Given a longer timeframe we would have liked to include an ultimate Tic Tac Toe option.