

pa4 Readme

Connor James Smith
Computer Architecture (01:198:211) Spring 2013
School of Arts and Sciences
Rutgers University

May 5, 2013

1 The Trials and Tribulations of one CJ Smith

Wow. Hats off you BKR, this program was the hardest thing that I have ever had to do in an academic setting. I took the warning to heart and tried to hash it out progressively, frustrated the whole way, into something that I can call an emulator. The two simple programs given run, to the best of my knowledge, as intended. I had to force the compiler to use -m32 because my implementation uses some very archaic syntax. Some of the bugs that arose forced me to get creative with hunting them down and eliminating them. At the end of the day I can without hesitation call myself a better programmer on the other side of this challenge. And if anyone asks how the fetch execute cycle works, I think I could hold my own in explaining it.

2 My implementation

I knew what I wanted from the start, a bit field that is the correct size. So I did that. From there, all of the memory manipulations were a matter of applying the correct bitwise masks and forcing everything to fit inside the boxes provided. I did not have a chance to fully hash out most, if any, of the error checking that I could have done. What is there took some serious back tracking to make it work, and that was a useful exercise in and of itself.

3 BIGIE O

Linear, because all it does is read through a text. The efficiency of the emulation depends on the efficiency of the program to be emulated.