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Coding Crew

CSC-3210

2/4/2020

Project A1

The program was very short to retype and then run. Instead of running list under gdb it was more helpful to have a separate window listing the contents, so I did not have to clutter the gdb window. I saw exactly what I expected to see after running and checking after the arithmetic, register r1 holds the value 8, coming from 5-1+4.

This project was fairly easy to conceptually think about because I was able to just associate each “variable” with a register then work through each of the operations. I think the code was very easy to write and just as easy to read, especially with the provided comments.

My workflow was setting up i3 as a window manager and then tiling 3 windows so I could keep track of multiple things at a time. The top left window was used for assembling and linking the program, the bottom left was using to list the file contents with line numbers for quick reference, and the large right window was used for editing the source via nano and later for running gdb.

After I was done writing the code, and debugging the resulting binaries I committed the source and artifacts and also included screenshots to show was I saw while I was doing the assignment.