Read me for PA4

1) “-h” is implemented for usage help. Simply build the executable and then point the .y86 file to it.

2) The emulator contains the standard 8 registers, along with an excess of 2 in order to compensate for the program counter and its limit.

3) It also contains the 3 specified flags, along with an extra flag to check for multiple text directives.

4) Implementation of the emulator: Memory is a char * that is malloc-ed to the size specified by the size directive. It holds hex numbers, which can written in and deciphered by use of a converter in the form of a union. In order to manipulate the memory, a whole bunch of conditionals were used. I skimped out on a few error checks in regards to legal addresses of the virtual memory.

Nothing really special about it... not sure what else to mention.

Ah! I did NOT create a header file (though I could have) for the sole reason that I find it easier to have everything in one document, not spread out amongst many. The C file follows the structure of first stating global variables, then functions, and lastly implementing the main function.