Ericson Demo

Assignment 4 observations

This assignment took about 7 hours. This assignment was much harder than I thought it was going to be, and as I progressed through this assignment it did seem to get a little easier. One thing I found very interesting is how looping and decision structures work in assembly, to me it seems like there is not really looping or if statement, you are more or less saying if this evaluated true go the this label and resume the program from there if not proceed to the next line in the program, this very interesting because I seems like it would make recursion impossible, I knowthis not the case and that there are instructions you can use to make recursion possible. This assignment has also really make me appreciate higher level languages like java. The syscall code as in the number you would use to take an input or print are interesting to me, in other classes we were taught that assembly is a one to one conversion to machine language. I seems like when you call a syscall code you must be calling a built in function. At the end of this assignment after working with MIPS for a while it did make a lost more sense to me but I’m very glad we have higher level languages.