Pa4 ReadMe
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y86 Emulator

To get the data from the file i used fopen to go line by line to separated the data in the lines by the information given. The addresses were converted to decimal from hex and that number became the index in an array of 'Node' structs, the size of which was determined by the file.

The'Node' struct is simply a string of size 1024, and is meant to hold data. Anytime a value is put into the array, its copied into its index's Node's 'data' field.

I also made register structs to act similarly to real CPU registers for the decoding of the .text directive.

For the .text directive i iterated through it with int i and kept values for up to i+5, and depending on the instruction, i would be incremented accordingly and the other variables would increase depending on i.

Prog1

I was finally able to get the message to come write successfully after many hours. It was a real relief to finally see some success after many attempts.

Prog2

I was able to get input from the user and it is saved in a register, but the value inputted is not modified. It continues to accept input until control(d) is pressed, the last number entered it always returned. Hearing from my other classmates, I am inclined to believe the value should be modified somehow. So i was unable to fully implement prog2.