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ReadMe y86 emulator

The pa3 tar file contains my y86 emulator and disassembler for the third project of computer architecture.

My emulator file contains all the methods that were required for the assignment.

My memory is a pointer to the union of bitfield structs, this allowed me to manipulate the bits of the memory address while also ensuring that each member of the union was a byte character.

Further I have implemented a program counter checker which makes sure that we do not try iterating to an address higher than the given size of the program.

This assignment took me a great deal of time and taught me a lot about manipulating objects in c and its true powers.

The disassembler takes in the size of the .y86 file given and then reads the .text directive and then prints out the instructions as given.