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Simulator Overview:

The simulator takes in an input of machine code and performs the instructions. It first opens the machine code file and reads each line. It separates the bits that make up the opcode to identify which instruction is being performed, then separates the bits in the line to be the different registers or the offset depending on what type of instruction it is. Then it performs the instruction and prints the status of our instruction, i.e. what registers are being used and what is inside memory. At the end of the program, it prints the number of instructions executed total.

Difficulties:

- Getting the offset for I-type instructions was hard.
- Coding in C was still a little challenging.
- Writing test cases that work