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CS278 - IRVINE32 NASM Port Development Project

I’d say I had a good learning curve throughout the course of the final project. It was a shaky start, both me and Zakris were confused about how to start and where to look for resources. However, after establishing a good base to build on, we found ways to manipulate macOS system calls and make the program. As we were working with NASM, we mostly relied on sources found on the internet. We’ve made a list of resources and referenced them throughout our code. We realized that the assembly language isn’t documented too well, so we’ve comprehensively documented our processes through the code - at least to the best of our possibilities. Initially we struggled with getting the printf to work and we had almost lost hope on the project. However, after dedicating a lot of hours outside the classroom and a lot of research on it, we finally got it to work. And I’m glad and proud that we not only got printf to work but were also able to make functions for GoToXY, setTextColor, clearScreen, strLen, and writeString. For a version 2.0 of the project, I would want to replicate the same library for Linux or Windows before I proceed with the code on macOS. I believe it’ll be more convenient to replicate this in Linux first as NASM was built for it, which could give me a better understanding of NASM, overall.