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Thoughts on The IRVINE32 – NASM Project

I learned a lot from this final project! One thing I learned in class was how to use a c program to help debug our NASM procedure which proved helpful not only with gotoxy but also our setTextColor procedure. I really increased my understanding and conception of the stack through this project, many of the errors we ran into related to the stack. I also gained a better understanding, of printf and relative addressing. We learned a lot outside of class because we chose to use NASM. What surprised me was just how difficult it was to debug and set breakpoints in appropriate places in our assembly program. While I feel more competent using LLDB, I have a sinking suspicion that I didn’t find the relevant bit of LLDB for assembly. If I were to keep working on this project, I would write small programs to double check our existing procedures. Additionally, I would continue to develop new procedures to further our implementation. Finally, I would implement kaleidoscope too.