Y86 Readme

Paul Jones
Computer Architecture (01:198:211)
School of Arts and Sciences
Rutgers University

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1   Implementation

My implementation is a big switch statement on over operation.

Based on that, it parses out the arguments and fetches and executes accordingly.

2   Challenges

This program was undoutedly the hardest programming assignment I have ever worked on.

The wide range of possible input made test cases difficult.

The C programming language is very bad a String manipulation, yet a lot of String manipulation was necessary.

The scattered documentation made clear answers to precise questions difficult to come by.

It was rewarding in the most frustrating way.

3   Big-O Analysis

3.1   Space

It uses exactly the amount of space that an actual Y86 implementation would! Every byte is stored as a byte and manually split and combined to form meaningful information.

3.2   Time

It is completely linear based on input.