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Lab 105
postlab7.pdf
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I thought IBCM was pretty cool! I liked how quirky the language is, such as loading a command as a variable later in the program. It was funny to me that I could do so many things with such a small amount of commands. It definitely, however, was not easy to use at all. The biggest difficulty for me was adding the comments in my code from the text editor. I would have all the memory slots ordered, and then I would add something in halfway through, forcing me to delete all the memory labels and re-label them for the correct order. The logic behind doing some computations was also hard to visualize in my mind, because I would mix up the 4-digit hex commands with the memory addresses they are stored in. The simulator was decent; stepping through my program made for pretty easy debugging. As far as my confidence when it comes to writing IBCM...I feel like I could write basic code eventually, but it definitely strains me more than a normal language, and I really wouldn't want to spend the tedious process of doing it often. I did feel accomplished that I learned this language fairly quickly. It makes me feel comfortable in my abilities to learn more languages in the future.