

- Ben Gothard CSSE232 Project Journal

-- Entry #1: 10.1.2018

After talking with my group about which processor design would be best to implement, we unanimously decided to go with a hybrid design that incorporated Matthews idea of explicitly stating in the assembly code which processor to store information into and my idea of implicitly deciding a "default" accumulator register in which to store the value. We then discussed whether we wanted different opcodes for commands that did operations on the 2 accumulators versus using a "funct" flag. I felt that using a funct code was a better idea since it prevented duplication of similar operations and kept the instruction set from getting large. I wanted to use the funct code since we also came up with the idea of having the funct code be the first bit in the machine code so we could easily tell whether it was doing an accumulator operation or an immediate operation. I then worked on a rough assembler to convert our instruction set assembly line-by-line (entered manually by us) to convert the instruction to machine code. I was then tasked with creating assembly code fragments using our instruction set