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Disassembler: Exceptions Report

Luckily, we were able to fix every bug that we found! The only things that we were not able to complete in the alloted time were the extra credit pieces. Mostly, we did not complete the extra EA models (with indexing).

The only "error" that our disassembler has is not an error with our program, but a feature of assembly. Given a section of random data, some of that data will contain patterns that disassemble to valid opcodes. There is tags in between instructions and data, so we cannot automatically skip random data.

Validation is performed at every level, so invalid addresses, user input, opcodes, and unsupported EA modes are handled correctly. Invalid addresses display an error message and ask the user for another address. Invalid user input is handled accordingly (the user cannot overwrite our instructions with long input). Invalid opcodes and EA modes print out `DATA`, as it is supposed to.

In summary, everything looks good! Nothing bad to report!