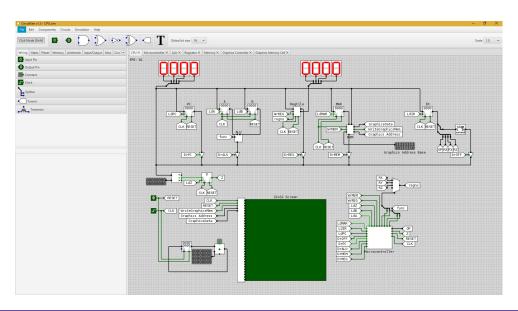
CS 2200 LAB 1

CircuitSim Installation

Version 1.9.1 is what we will be using for projects in this class. More specific instructions on Canvas under Files > Installations Download link: https://ra4king.github.io/CircuitSim/download

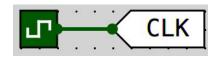


C Installation

- Most recommended: Docker
 - Follow the installation guide under Canvas > Files > Installations > Docker Setup
- If Docker doesn't work, you can install in your local environment:
 - Windows: (recommend wsl) gcc + gdb
 - Mac: gcc + Ildb
 - Linux: gcc + gdb

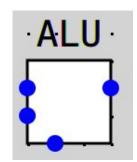
NOTE: all files/folders that you want to run in the Docker VM must be placed in the workspace folder

Tips for CircuitSim





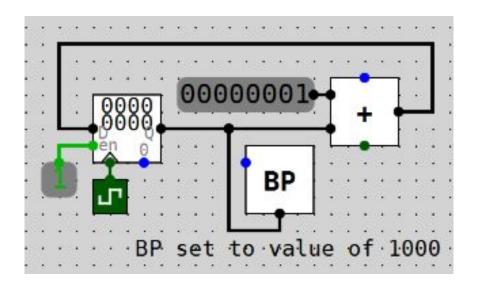
- Use subcircuits where necessary, they save space and abstract away logic. Please do not use subcircuits for single registers!
- **Tunnels** are an excellent way to clean up your circuit, and make it more comprehensible.
- **Labels** all you components, makes things easy to see and understand when wiring.
- Place probes in important areas in order to visualize the inputs into a component.
- Since 1.8.5, CircuitSim has introduced breakpoints that allow you to stop the clock when a line reaches a certain value, this may be very useful for debugging.



Practice CircuitSim

- Build a 32-bit accumulator register that increments 1 every clock cycle. After you start the clock, it should be able to stop at 1000 (hex: #3e8)
 - You might need these components: clock, register, constant, adder, breakpoint
 - To start the clock, you can click Simulation > Clock Enabled. You might want to change the clock frequency to an appropriate speed.

Practice CircuitSim SOLUTION



Practice C

- Write a program that sums up 1 to 100 and prints the result.
- Compile the program with gcc using this command:
 - o gcc -g ./test.c -o test
- Run it in NOT gdb:
 - o ./test

Remember: You have to #include <stdio.h> to use printf

NOTE: make sure you put your c files in the workspace folder in order to have access through the VM

Practice C SOLUTION

```
#include <stdio.h>
int main(void) {
    int sum = 0;
    for (int i = 1; i \le 100; i++) {
        sum += i;
    printf("%d\n", sum);
```