Adarsh Solanki as5nr
3/22/12
CS 2150: Lab 7 Post Lab

I thought that IBCM was a very interesting learning experience. After the initial shock of coding a program in "just four digits", I realized that once I learned the basics of the instruction-set, I could do pretty much anything I could do with another language. Although without a proper stack and memory registers it wouldn't be possible to handle proper functions or recursion, the IBCM language is a full-featured imperative programming language that can represent any computation.

It is very strange to code in assembly at first, but after a while it starts to help break down the barriers between a class like DLD and the verbose code in languages like Java, as the assembler is one step along the way to machine binary. In this lab, it seems as if we the students were technically playing the roles of the assembler, by taking the IBCM pseudocode and translating it into "one's and zero's" so to speak.

I think it would be fun (in a sickening way) to try to complete a larger project using a programming language as simple as IBCM, perhaps for some sort of embedded/restricted platform that requires the utmost detail. Realistically, an assembler would do the job just as well, but being able to program in assembly opens new doors and expands the horizons of one as a programmer.