Manchester Baby Report **🎉**

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Task completed using C++, the g++ compiler and a nice word count of: 628

The first problem I ran into was understanding what the hell we were meant to do. What is a manchester baby? Why do I hate it? Shouldn’t it have a stupid accent? Once we got past that we weren’t meant to make it talk we got to trying to figure out what the 1’s and 0’s meant, as it all is just 1’s and 0’s. Just in a really dumb order as it would be so much more efficient to not have the majority of storage space used up for instructions. It took us a while to realise that the command wasn’t the first thing but instead randomly plopped into the middle of the array of integers. This caused us to have to reprogram a lot of the methods for the simulator. Furthermore, it took us a while to realise that the storage locations where on the same tape as the instructions, with us thinking that the lines after the stop command were just there for the fun of it, because who doesn’t love some useless junk? The simulator as a whole though was super simple after we translated the klingon on the slides to plain english - only took 2 hours plus a lot for having to reprogram a lot. It being so short led to us not being able to split it up effectively and was basically just all done by one person.

The assembler looked ok at first glance but as we dove deeper it got harder to figure out what was supposed to be happening. The reading in file method originally didn’t work as the comments starting with a semi colon caused some complications but then we fixed it after vigorous testinglies. Several people struggled with the split method and had to be redone several times before eventually getting it to work. We decided to use 2 classes to store each line and a seperate class to store the variables. This made it easier to keep track of which thingies went with each thingy. With the power of classes now on our side we went about translating the separated words to binary, which was simple enough since we already had translating to binary methods from the simulator. We then stuck it together at the last moment before we send it to the file (basically glueing it to the file… maybe a few staples in there) and voila! We got a file that looks identical to the one given (plus or minus a few extra 0’s).

The menu was super well done in our opinion and makes the program seem super professional with its use of colour and creating a blank screen for it to post the text on. Like a smooth business card caressing your cheek.

Overall it was super smooth once we got our heads around it but it was like trying to get your head around a 10 meter wide tree while your feet were stuck to the ground.

Additionally,

While simulating Manchester baby and representing a hardware by a software, We realised some common and uncommon incidents between making of world’s first stored program computer and completing our assignment.Unlike them our room was air conditioned and we don’t need to open the window to maintain temperature as they were building a hardware , also we were not required to put our one hands in pocket or wear big lab coats to avoid electric shock and dirt respectively . But what is common is that we were also a small team of people with some having major contribution like scientists and some having less but needful contributions like technical staff at that time.

So,Making Manchester baby got inventors name registered in history but we just hope making this assignment surely get us marks.