Postlab6 Report

Alan Zheng (az4xfp)

CS 2150, Section 104, March 27 2020

1   IBCM

I thought that the Itty Bitty Computing Machine is a good introduction to Assembly. I feel pretty comfortable writing IBCM code, but I think that someone should provide an IBCM editor to make writing it easier and so that small mistakes don't make us have to renumber everything. I think that it might be helpful to add a debugging option in the simulator so that users don't have to step through the entire code to locate the problem of interest.

I think that starting with C++ and getting introduced to pointers, references, and addresses made it easier to understand how IBCM code works too. The lectures explained the ins and outs pretty well and provided a good foundation to the lab.