Loader Dates	Message	Time Taken	5
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GDB Start Dates	Message	Total Time 28.8
Tue Oct 7 2014	Buffed out test cases even more to match the fact of our singleton classes.	1
Sun Oct 5 2014	Hammering out a few kinks before turning in on Wednesday	2
Sat Oct 4 2014	Met with ben at star bucks and busted out code for 5 hours!!! Fixed our IPAddress issue because mine only does ipv6. Fully linked the GBD front end to the computer back end. Implemented breakpoints. running. changed statval to a string to make all of our lives easier Added status struct get thread Status step is no longer multi threaded since it does not need to be stopped. Work on step command log has time stamps Memory fix / beginning of write register write Reg takes a byte array IPAddress resolution	5
Fri Oct 3 2014	Cleaneed up some console writes. loading a file is no longer required. cleaned up trace opening and closing logic. Made sure the trace is always closed during testing. That was giving some issues. Changed my test flag logic to be inteligent and not written by a three year old…	2
Tue Sep 30 2014	Continued work with reading the memory fixed the writeRAM loop fixed private bug fixed logging error. Back end breakpoint logic Commit before removal of code. This commit is a fail safe in case something goes absolutely horribly wrong and we have to rebuild added comments of which functions to call for which gdb requests	3
Sun Sep 28 2014	hooked up the computer to the handler, to respond to tests. loads up the ELF file first so it has something to play with. created a byteArrayToString method that takes a byte array and the size of it and spits it out as string.	0.5
Sat Sep 27 2014	dump methods now return byte[] instead of 2D arrays. Trace works now.	1

Fri Sep 26 10:14:17 2014	Continued work with outlining framework for commands. Went through GDB documentation and created stubs for commands I thought were needed.	0.3
Wed Sep 24 2014	Always check the status of the trace file before writing to it. I also decided that a logger class that is accesible to all members would be nice.	3
Tue Sep 23 2014	Created more computer functionality for preparation for GDB stub. Dump registers, get at ram address etc.	1
Fri Sep 19 2014	Set up the FDE cycle to grab commands and pass them along the work flow. CPU is set up to reference the RAM and registers. Fleshed out test cases.	3
Thu Sep 18 2014	Got a basic command line interface to work with. Incorporated the ability to view the RAM. Worked on logging a lot. Some issues with the trace.log being open and trying to open it again…	3
Wed Sep 17 2014	Stubbed out a register class that inherits from Memory. Stubbed out basic classes. Injected loader logic into the computer class.	3
Tue Sep 16 2014	First commit with Ben.	1

Sim 1 Dates	Info	Total Time	15
Wed Oct 15 2014 -0400	Pretty sure I finished a B version… not that bad. Don't know what everyone else is complaining about. Think I'll chill for a few days now. I have what? 15 days?		2
Mon Oct 13 2014 -0400	refactored my code to more object oriented. Instructions now have a run(ref reg[], ref RAM) command that they inherit from the overall instruction class.Inheritance so that each command will call its own run method		1
Sun Oct 12 2014 -0400	Wrote so many unit tests…. Every thing is ship shape		2
Sat Oct 11 2014	Lots accomplished!!! Got sub, bic and all the other opcody commands working. Mostly a copy and paste job. Also got st ldr and others going. A little tricky with all of the bits. But ldr and str are in the same function just check a flag. Hahaha. Branching also works which is cool. Load and store multiple put the registers lower reg # in lower address space all of the time. This is how the documentation made it sound it worked so it's what I attempted to do.		4
Sat Oct 11 2014 -0400	Mov command now can be shifted by a register that was shifted by another register. So that logic is in place for all of the other commands!!1		2
Fri Oct 9 2014 -0400	More testing. Mov command now works. Stubbed out the ability to process all of the other commands. The loops and if statements are there just need to be implemented		3
Wed Oct 8 2014 -0400	unit tested FDE logic.		1

Sim 2 Dates	Info	Total Time	10.2
Sat Nov 15	Working with Ben, and Curtis to get an early submission in. Bouncing ideas off of eachother and figured out what needed to be done. Project is		5
Thu Nov 13	Quick fix to the monitor command		0.2
Sat Nov 8	Fixed some of my compare logic. My C flag logic was wrong. I understand it now. Also had issues in my checkCond function dyslexia mixed up the Z and V		3
Thu Nov 6	First Try at implementing Bx. Some trouble with the PC register being 8 off.		2

Grand Total Hours   59