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postlab7.pdf

*What did you think? How easy was it to use? Would modifications to the simulator make life easier for you? How confident do you feel in writing IBCM code? A (single-spaced) quarter to half a page is fine*

The IBCM code is very interesting, but it is a fundamental code that is much less flexible than C++. All steps and methods must be well-thought before coding because it is hard to fix and debug, but it is easy to write since there are a few number of IBCM instructions. I have to be very careful when writing *jump/jumpl/jumpe* because it has to sometimes write differently from while or for loop's conditions. I also found that IBCM can lead to an infinite loop very easily if I edited only one line of code. Therefore, I think pseudocode is important step before writing the code because it helps me recheck and optimize the code to be nice and well-organized. The online-simulator helps me debug code quicker, but it was a little frustrated when I ran the simulator first time. I found that the simulator cannot read my .ibcm file which was created by Emacs, then I tried copying some lines of provided codes to my file. Fortunately, it works fine after that. Overall, I think I can handle and eager to challenge IBCM harder program.