

# CS351@ Esisar – MIPS Emulator Developer Documentation

Step 2, 2021-2022

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## Structure of the code

- `display.[c|h]` : useful functions to input/output files in hex format
- `main.c` : ...

## Encoding choices

For the `instruction` datastructure, I chose to use a sum type (struct) since: ...

## Known bugs/undef behavior

- for SLL assembler I decided to accept negative offsets and to encode them into 2's complement.
- There was an issue for the BGTZ that I think is a bug blablablabla