Holt Crews, jhc6we, 10/26/17, postlab7.pdf

       I personally found IBCM to be a bit frustrating. It was interesting to see all that can be accomplished with so little functionality, but other than that, I didn't really like IBCM. For some reason, it feels very "hacky" when you are jumping over variables and creating variables that are actually functions. The logic behind IBCM is also very different than the logic behind normal, high-level programming. The concepts behind jumping and storing functions was difficult to comprehend and often hard to know how to implement. The most frustrating part was having to rewrite the addresses whenever you messed up. I am very used to writing code and testing it as I go and IBCM that is just not practical. One thing that I would have liked to be able to do in the simulator would be go back a step when debugging. A couple of times I found myself having skipped over the important part of my code and then having to totally restart the process. I feel somewhat confident writing IBCM but the process of creating the code is arduous and I confuse myself easily.