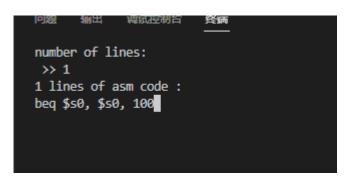


编译运行,输入数字进入对应的部分

模式一, 汇编:



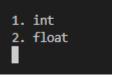
模式二, 反汇编:

模式三,模拟运行:

```
BDH
reg 0:000
              reg 1:000
                             reg 2:000
                                            reg 3:000
reg 4:000
              reg 5:000
                             reg 6:000
                                            reg 7:000
reg 8:000
              reg 9:000
                             reg 10:000
                                             reg 11:000
reg 12:000
              reg 13:000
                             reg 14:000
                                             reg 15:000
reg 16:000
               reg 17:000
                               reg 18:000
                                              reg 19:000
reg 20:000
               reg 21 : 0 0 0
                               reg 22:000
                                             reg 23 : 0 0 0
reg 24:000
              reg 25 : 000
                               reg 26 : 000
                                             reg 27 : 0 0 0
reg 28:000
              reg 29:000
                               reg 30 : 000
                                              reg 31 : 0 0 0
22
  11 0 4
  11 0 0
32
36
  11 0 0
3a 11 0 1
        28
  0 0
C
12
  10 0 64
2
  0 0 8
0
  0
     0 0
 0 0 0
0
0
  0 0 0
0
 0 0 0
0
 0 0 0
0
  0 0 0
0
 0 0 0
0
  0 0 0
 0 0 0
0
0
 0 0 0
0
  0 0 0
0
 0 0 0
  0 0 0
0
 0 0 0
0
0
 0 0 0
0
 0 0 0
0 0 0 0
0 0 0
press enter to run to next step
```

按回车可以单步运行, <<处即为当前指令的位置。

模式四, int和float的转换:



```
length:
>> 32
fisrt:
Start your int
1. start with an int
2. start with a string
>> 1
value:
>> 124
second:
Start your int
1. start with an int
2. start with a string
>> 2
string:
>> 10101001101010
```

int支持变长,并且可以根据长度自动补全

float只有32位版本并且不支持自动补全