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       IBCM was a very new topic for me to understand. I guess it could be like learning a new programming language. However, every programming language I learned until now had the basic functions of like if then else, for loops, or while loops, or etc. However, IBCM didn't really have that function and had to code every part of the for loop or while loop myself. The writing of the ibcm was kind of hard because you needed to keep referring to the line number rather than the variable name, which was hard to keep up with. It was also annoying in a sense that if I wanted to go back and add a variable or a line of code I needed to change every successive line of code. However, it was in a sense easier than some languages because you could easily see how the code worked, when in some language you can easily over look some stuff. It was also very interesting to work so closely with storing and loading. All these combined made writing my first IBCM code very hard, maybe because it was a new concept. At first, I didn't really know where to start and just stared at the sample code Floryan gave us super confused. However, once you wrote the code it was easily to keep up with and very easy to learn, which was even stated by the reading. After writing IBCM once it was easy to reproduce and apply it to different code. It definitely was a great experience and an interesting approach to assembly.