

807-

General Questions

1. What is your level of knowledge of how a CPU functions?

1 2 (3) 4 5

None Slight Some A lot Full

2. Please try explain how an equation (for example, "ADD") is completed by the CPU:

Through 'adders' that implement different kinds of logic gates

3. What is your level of knowledge of register machine simulators?

(1) 2 (3) 4 5

None Slight Some A lot Full

4. Have you used a register machine simulator?

(Yes)

No

4a. If yes, please state the name, and any good/bad points about the simulator:

Sigma 16
+ useful for learning assembly language
- NO (or very little) help and tutorials
- Not very visual at all

4b. If yes, please briefly describe what a register machine simulator is:

It's a program that (VM) that simulates the behavior of a registry based CPU

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5. What did the program Reggie showed you do?

Adds 5 to itself.

6. Was the tutorial clear, concise, informative? Did it help you use the application?

Yes, it did, although it's a complicated process; I think examples are more helpful

7. Do you think the steps required to build a program are clear?

Yes, sorta, as I said, it is complicated (at least for me) to wrap my head around how to go about placing the pieces on the screen

8. Please draw an ADD program (you do not need to use colours).

N/A
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9. Please briefly explain what a register machine is, and how it relates to a CPU.

A CPU contains different registers that it uses to perform different operations while loading and saving to memory. A register machine simulates this behaviour at the level of the CPU

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10. What do you like about this application?

It's sleek and colourful, the tutorial is useful and it highlights relevant elements to clearly explain their function. With practice a user can find this very useful

11. What do you not like about this application?

I guess I was a bit frustrated by the fact that I couldn't clearly understand the arrow and end mechanism. (I think the arrows should be pointing downwards.)

12. What extra functionality should be incorporated into this application?

Probably an easier way to move between different color registers.

13. What changes would you make to the current design?

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- Boxes might show register values
 - Tutorial of an example
 - labels for icons

14. Any additional information, concerns, comments you would like to add?

- should only be able to add one arrow at a time - show case val pointer on top
- out of memory
- explain a program in tutorial
- less pretty graphs.
- + / - on boxes.