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postlab7.pdf

Postlab 7

  I think IBCM is a very interesting language; it's a helpful gateway between C++ and assembly. One thing that was initially challenging to understand was that memory can be used as instructions and instructions can be used as memory. I thought it was relatively easy to use after understanding that. The most time consuming part of the code was writing the code itself for a few reasons. Firstly, making modifications on the code was challenging because simply inserting a line meant you had to shift all the other lines memory address labels and also update some memory addresses when accessed. Secondly, when first starting, I had to look up which opcode mapped to which operation (which I have now memorized from practice). To combat this problem, I worked with a classmate to develop an online web editor that would make editing IBCM much simpler using a GUI and exported the code from that. As for the simulator, it would be helpful if the simulator could load the comments as well, as that would make debugging (stepping line-by-line) much easier to understand. It would also be nice to terminate the program for infinite loops, as closing the browser and re-uploading the file is a little inconvenient. I am confident in my IBCM abilities; I was able to get bubblesort (inlab) to work on my first time running it.