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ReadMe file

**In a Linux/Mac machine that has g++ installed:**

**Compilation Instructions and how to use the program:**

To compile the Stack Machine:

**./stack.sh compile**

\*\* if you do not have permissions for this, please type “chmod +x stack.sh” to give yourself permissions \*\*

To execute the Stack Machine:

**./stack.sh execute**

And the results of the quadratic will popup on the terminal saying “82 is at the top of the stack.”  
  
To remove the .out files:

**./stack.sh wipe**

This command will remove the stackSimulatorOutput.out and stackMemoryOutput.out files for you.

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To compile the Accumulator Machine:

**./accum.sh compile**

\*\* if you do not have permissions for this, please type “chmod +x accum.sh” to give yourself permissions \*\*

To execute the Accumulator Machine:

**./accum.sh execute**

And the results of what is in the accumulator will print out on the terminal saying “82 is in the accumulator.”

To remove the .out files

**./accum.sh wipe**

This command will remove the accumSimulatorOutput.out and accumMemoryOutput.out files for you.

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**stackCode and accumCode**

* Each of these files are replicas of MIPS assembly code
* I decided to use a .txt file because I was having issues with a .asm and .s file

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**Design issues:**

* I ran into multiple issues with this project, I at first had no clue how to implement the memory
* I kept running into a segmentation fault “code dump” error
* I switched from VSCode to VIM because I was having issues with the VSCode extensions and I was wasting too much time trying to figure out the compiler
* I ran into the issue of permissions for running the .sh file. I think it happens when you transfer the files from a Linux machine to a Mac machine. The resolution was to give yourself permissions to access the .sh file, but I wasn’t sure how to remove that.