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PA4 Y86 Emulator
README

       First off, this was by far the hardest programming assignment so far. In order to do this efficiently as possible, I made a function called decode that use a switch statement for each operation code. In order to make the code modular and readable as possible, I designed it to contain separate .c files for instructions, directives, and the main file(y86emul). The main program fetches the instructions from the input(.y86 file) it runs it. The hardest part which I wasn't able to get was successfully implementing the movsbl and cmpl functions. Overall, I think I designed a well-written, modular code, that achieves most of the functions of a y86 emulator.