Yubin Lim yl2vv postlab7.pdf CS2150-103

IBCM was pretty difficult to understand, storing values and operations in the same instructions. However, once I got the hang of it, it became pretty easy to code, but I was still prone to making a lot of careless mistakes that I was unable to catch so easily. The biggest struggle I had was when it came to debugging and fixing my code. It was frustrating how all I saw going through each memory was the hex and the accumulator. It was hard to keep up with what was going on in the code. To make things easier, adding a frame variable that keeps track of the values of your variables would be really helpful to understand what changes where and so on. It took me an hour to find a mistake where my nested loop's iterator was not being reset after each loop. Another modification that would help is finding a way to change all the memory addresses if I add a line in the middle. Sometimes, I would find mistakes that would make me add a new instruction in the middle of the memory and I would have to go back and update the address of each lines after it. Finding a way to not change it manually would be really helpful. Overall, I would say I am really confident in writing IBCM code. The readings provided really helped me grasp how IBCM works and I think I am able to write basic IBCM functions and commands.