TECHNOLOGY

CodeMill™: Educational Programming Illustrator

OVERVIEW

CodeMill™ creates a virtual computer design laboratory where students can try out various architectures and cpu designs with a special focus on graphics operations. Its main philosophy is to provide a hands-on approach to understanding the fundamental computer design concepts. It is designed to be used primarily in college level computer architecture classes as a conceptual aid and design tool. A more elementary version of CodeMill™ is also being developed for computer science oriented high school programs.

The main components of CodeMill™ are (1) a window for program entry,and (2) a window for displaying the registers and monitor of the computer. The program window has a palette of instructions that can be used to key in a program segment, or the user can enter his/her program more directly using the keyboard.

A unique feature of CodeMill™ that sets it apart from other computer simulation programs is a set of screen instructions with which the user can display pixel maps from a VRAM memory. Screen instructions provide a very powerful and attractive element in computer simulation.

For more information, contact the Office of Technology Commercialization, 301-405-3947 or otc@umd.edu.

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Additional Information

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