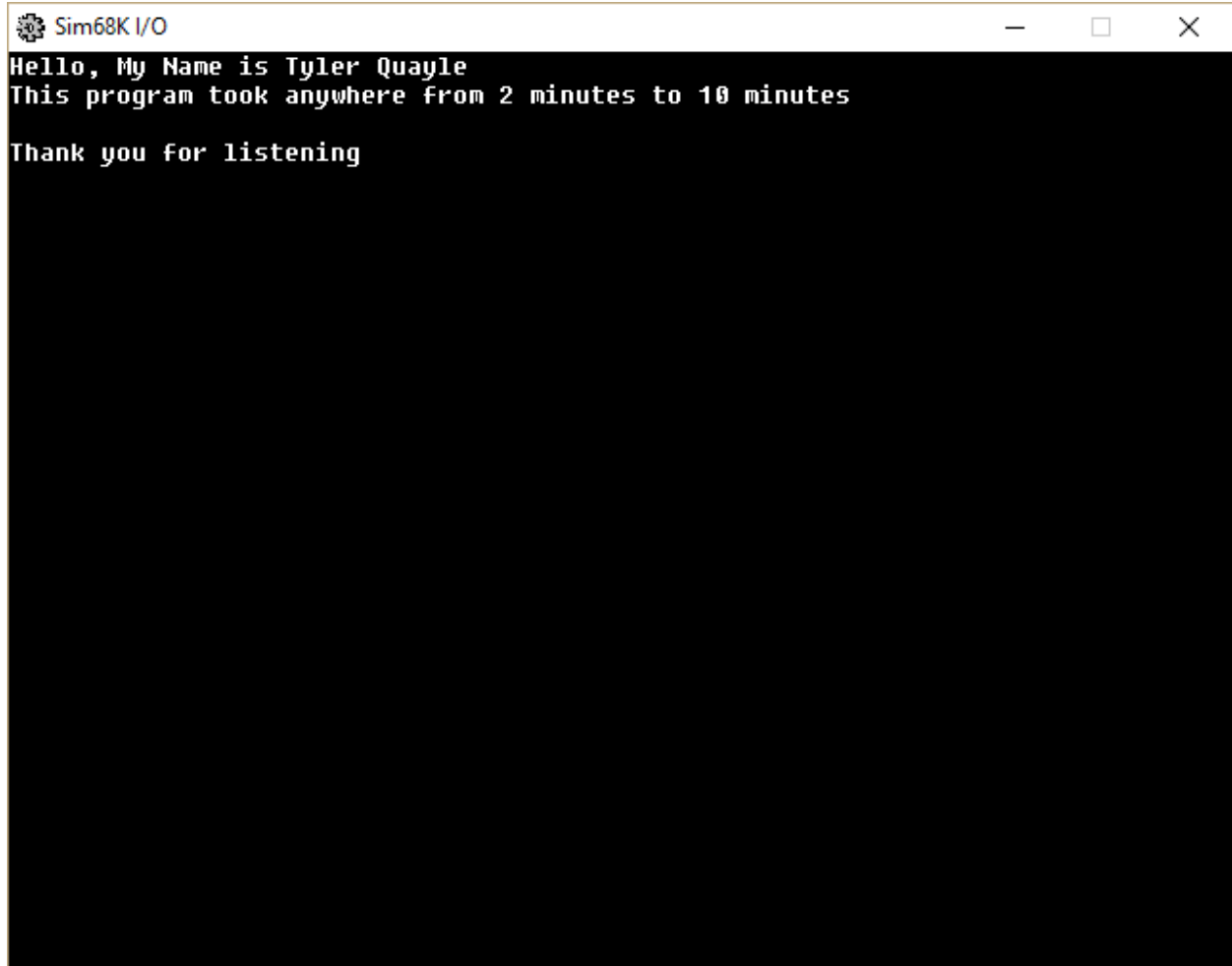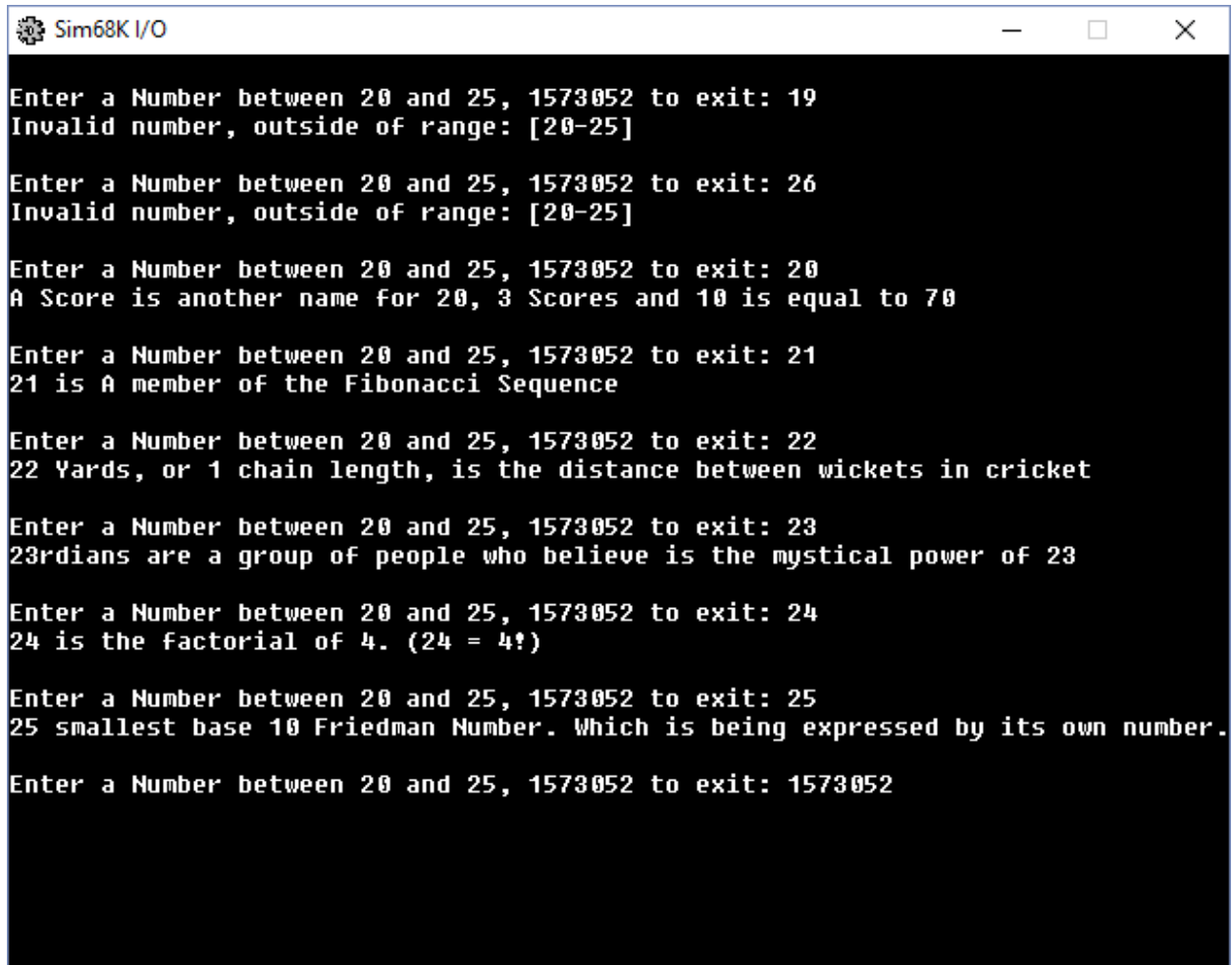For the first portion of the assignment, we had to do what every language demands the 'Hello World' program. In this program I learned to use Trap 15, with Task 14 (only learned what the tasks meant after doing HW1). I also learned how to use the CR and LF, which is different from all other languages I know (usually is \n) as you needed to do a EDU $0D and $0A in order to make it work.

For the Second portion of Lab1 we had to do a Branching program, which we than modified do be from 20-25. This program taught me quite a bit about assembly programming, as with C++, Python, C#, Java the IF statement is essential, if the requirements are not met, ignore what's inside the curly braces. With assembly you have to control the curly braces with branching. I found out first had what happens if you don't jump properly, you end up just reading out all statements one after another, which isn't great for a program which should reject or display certain inputs.

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Sim68K I/O                                                    —    □    ✕

Enter a Number between 20 and 25, 1573052 to exit: 19
Invalid number, outside of range: [20-25]

Enter a Number between 20 and 25, 1573052 to exit: 26
Invalid number, outside of range: [20-25]

Enter a Number between 20 and 25, 1573052 to exit: 20
A Score is another name for 20, 3 Scores and 10 is equal to 70

Enter a Number between 20 and 25, 1573052 to exit: 21
21 is A member of the Fibonacci Sequence

Enter a Number between 20 and 25, 1573052 to exit: 22
22 Yards, or 1 chain length, is the distance between wickets in cricket

Enter a Number between 20 and 25, 1573052 to exit: 23
23rdians are a group of people who believe is the mystical power of 23

Enter a Number between 20 and 25, 1573052 to exit: 24
24 is the factorial of 4. (24 = 4!)

Enter a Number between 20 and 25, 1573052 to exit: 25
25 smallest base 10 Friedman Number. Which is being expressed by its own number.

Enter a Number between 20 and 25, 1573052 to exit: 1573052
```