Write an ALP that takes in a two user key inputs (you can assume that user will enter only values between 0 and 9 for both the keys and will always enter the largest number first) and displays the difference between these numbers within double quotes on the screen. The keys that the user presses <u>must not be displayed</u> onscreen.

For e.g. if user enters 4 and 1 "3" must be displayed