**Quiz 4: Irvine32 Library**

**Source Topic: Section 5.4 – The Irvine32 Library**

**Question 1: What is the purpose of the Irvine32 library?  
Question 2: What does the WriteString procedure do?  
Question 3: Name two procedures from the Irvine32 library used for reading input.  
Question 4: What values must be pushed onto the stack when using Irvine32 procedures?  
Question 5: True or False – The Irvine32 library can be used in both 32-bit and 64-bit programs.**