Writing the code to multiply the two numbers was interesting because I had to think about it in an addition-based way, since there is no multiply function. However, after writing the pseudocode for it, it was really easy to do. The add.asm, max.asm, and rect.asm are all very simple programs that use basic addition and subtraction. They are also easy to understand, just load different parts of memory and perform the math on them. It does seem a little tedious as you can only make one change at a time. But that is necessary at such a low level where the code doesn’t do it, you have to build it yourself. The pong.asm program seems very confusing mostly because of the sheer length of the file: over 28,000 lines of code. There also seems to be a lot of jumps to different parts of code. Which would definitely be easier to understand in a higher-level language.