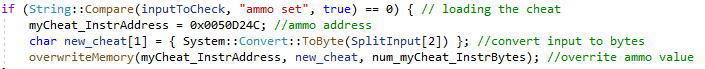
**Task 3**

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Add the Set Pistol Ammo Amount Functionality Your task is to add the ability to set the ammo amount that a player has for the pistol weapon.

1. Since we are messing with the pistol ammo functionality again, we can reuse part 1 of task 2 once again. We figured out the original instruction as well as the address of what changes it.
   1. The address we will be using is 0050D24C, this is because this address is what holds the ammo amount. Also, we do not want to set infinitely, add or subtract. We want to set a static amount.
   2. To begin we must add the string that we want to compare to validate the cheat. Since we are taking a number as well we want to split the string by the white space “ammo set #”.



* 1. Split[0] and split[1] will be checked for “ammo set” otherwise we will not run, which translates to a conditional statement
     1. We then set the new instruction address and simply convert the number inputted into shell code and copy it within using overwriteMemory()