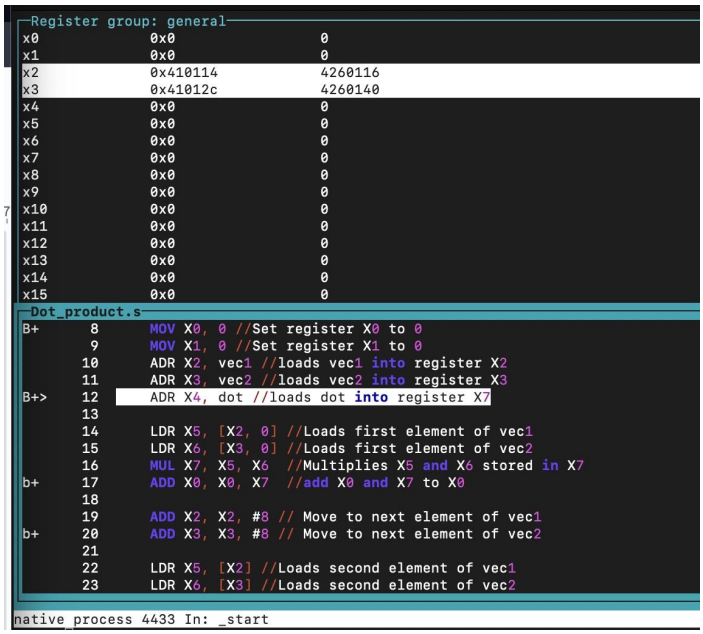
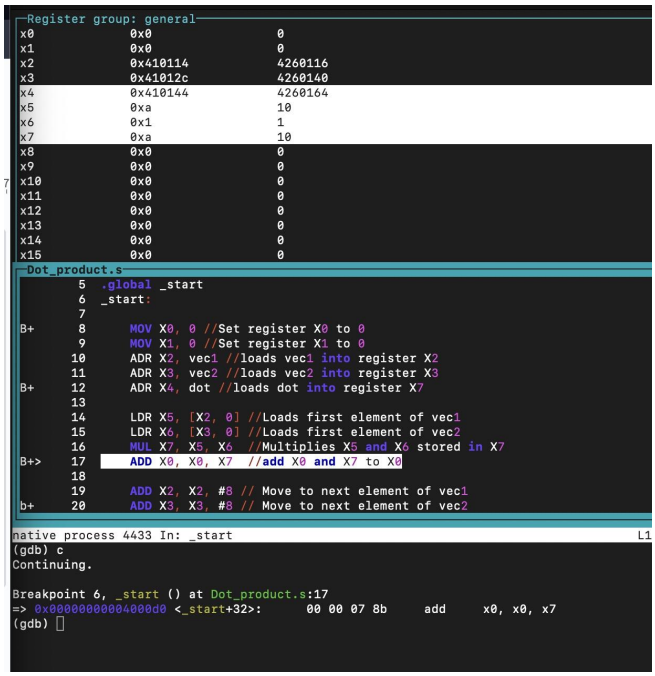
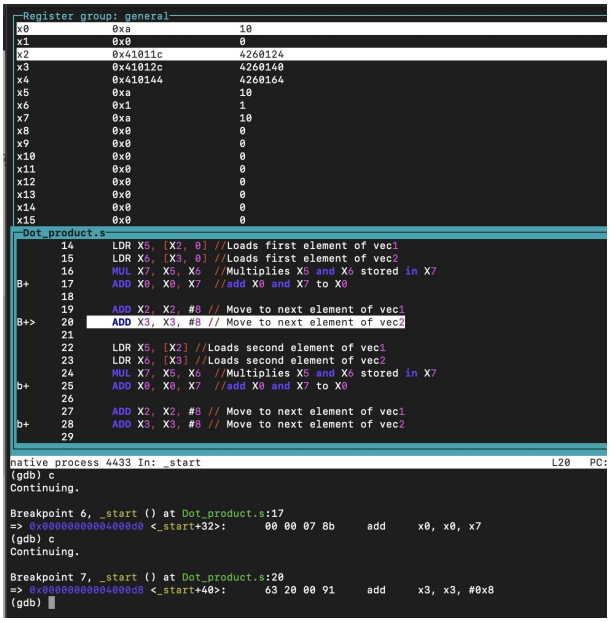
Kevin Wittlinger “I pledge my honor that I have abided by the stevens honor system”



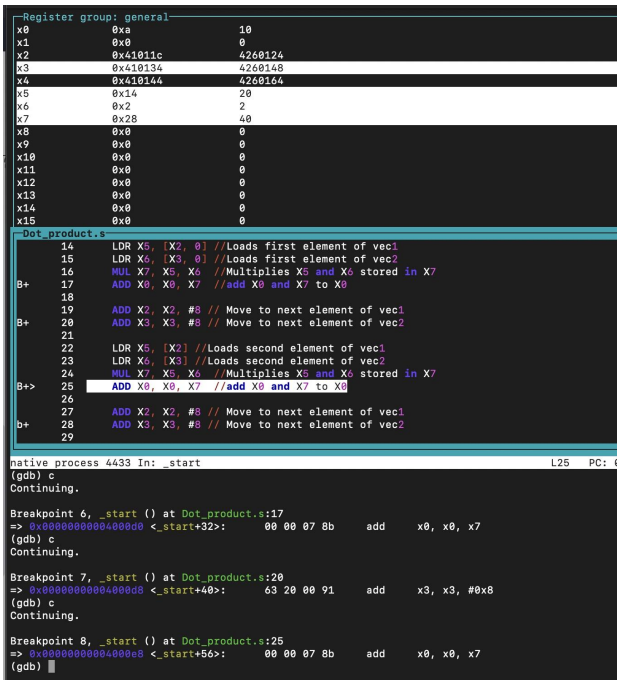
Breakpoint stopping once empty registers and data types are loaded into registers



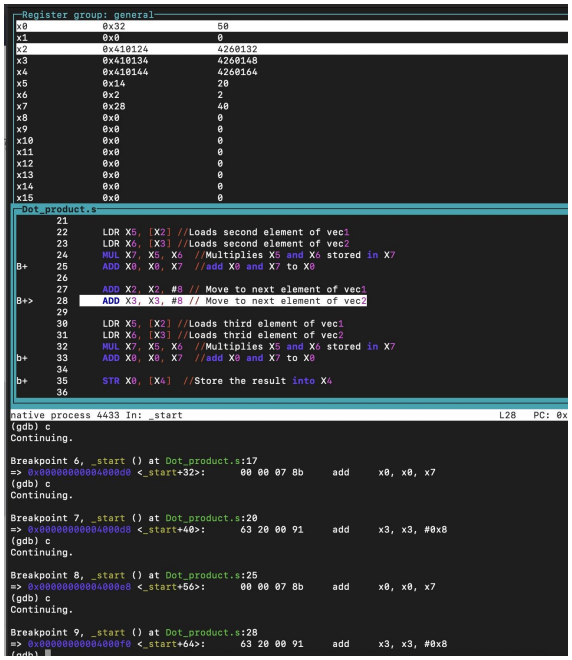
Now the code has loaded the first item within both vectors and multiplies these values then adds the result into X0



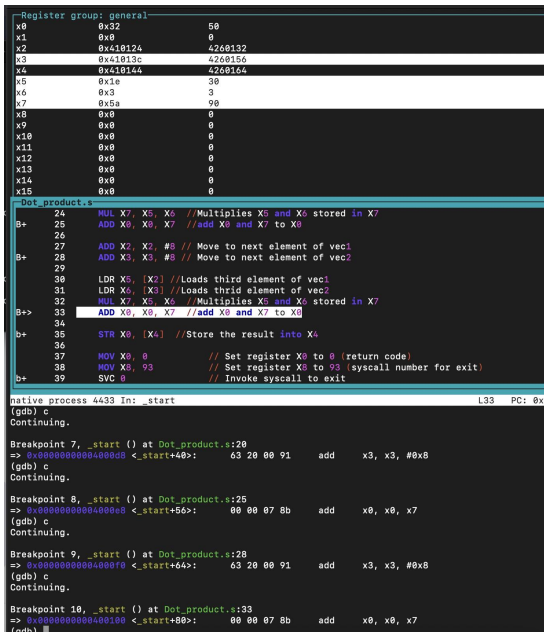
Moves both vector 1 and 2 to the next element



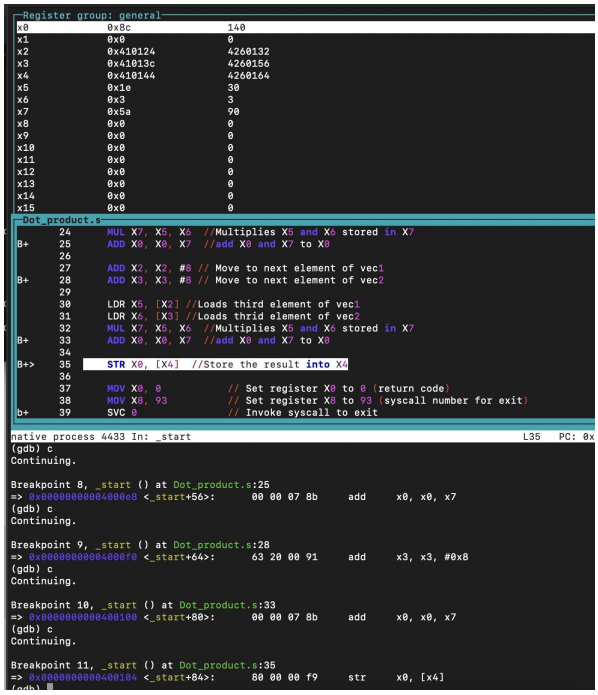
loaded the second item within both vectors and multiplies these values then adds the result into X0



Moves to the third element in both vectors

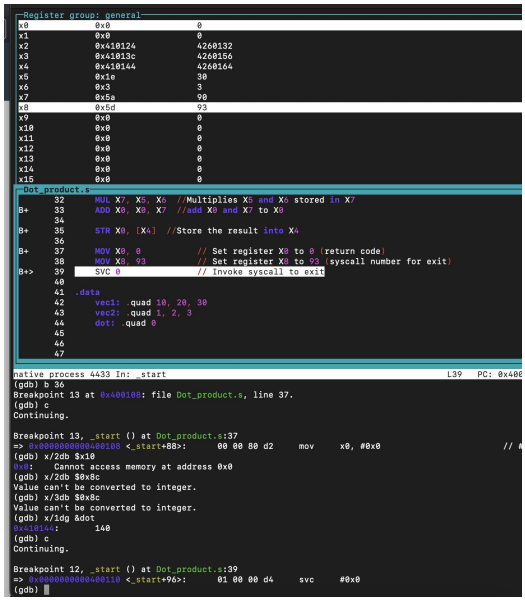


loaded the third item within both vectors and multiplies these values then adds the result into X0



Stores the result from previous calculation into X0 register

Here is the result being printed



The program then syscalls to exit the code