2009.P

```
N = 1
K = 2
A = 3
AN = 4
AK = 5
S1 = 6
S2 = 7
B = 0

A_START = 100

ORG 8

MOV A, #A_START
MOV B, 1

IN N, 2
BGT 0, N, kraj
BEQ N, 0, kraj
BGT 0, K, kraj
BEQ K, 0, kraj
BGT K, N, kraj
BEQ K, N, kraj

IN (A), N

JSR sume

BEQ B, 0, ispisi
kraj:   STOP
ispisi: STOP B

sume:   ADD AK, A, K
        ADD AN, A, N

        MOV S1, 0
petlja1: ADD S1, S1, (A)
        ADD A, A, 1
        BGT AK, A, petlja1

        MOV S2, 0
petlja2: ADD S2, S2, (A)
        ADD A, A, 1
        BGT AN, A, petlja2

        BEQ S1, S2, jednake
        RTS
jednake: MOV B, 0
        RTS
```

2010.P

```
N = 1
MAX = 2
A = 3
A_END = 4
B = 5

A_START = 100
B_START = 200

ORG 8

MOV MAX, 100
MOV A, #A_START
MOV B, #B_START
ponovi: JSR unos
JSR konv

OUT (B), N
BEQ N, N, ponovi

unos:   IN N
BGT 0, N, kraj
BEQ N, 0, kraj
BGT N, MAX, kraj
IN (A), N
RTS

konv:   ADD A_END, A, N
petlja: SUB (B), (A), 32
MUL (B), (B), 5
DIV (B), (B), 9
ADD (B), (B), 273

ADD A, A, 1
ADD B, B, 1

BGT A_END, A, petlja

MOV A, #A_START
MOV B, #B_START

RTS
kraj:   STOP
```

2011.P

```
N = 1
MAX = 2
A = 3
B = 4
C = 5
I = 6

A_START = 100
B_START = 200
C_START = 300

        ORG 8

        MOV MAX, 100
        MOV A, #A_START
        MOV B, #B_START

ponovi: IN N
        BGT 0, N, kraj
        BEQ N, 0, kraj
        BGT N, MAX, kraj

        MOV I, 0

unos1:  IN (A)
        MOV C, 1
        BGT C, (A), unos1
        MOV C, 10
        BGT (A), C, unos1
        ADD A, A, 1
        ADD I, I, 1
        BGT N, I, unos1

        MOV I, 0

unos2:  IN (B)
        MOV C, 1
        BGT C, (B), unos2
        MOV C, 10
        BGT (B), C, unos2
        ADD B, B, 1
        ADD I, I, 1
        BGT N, I, unos2

        JSR treci

        OUT (C), N
        BEQ N, N, ponovi

kraj:   STOP

treci:  MOV A, #A_START
        MOV B, #B_START
        MOV C, #C_START

        MOV I, 0
stepen: MOV (C), 1

petlja: MUL (C), (C), (A)
        SUB (B), (B), 1
        BGT (B), 0, petlja

        ADD A, A, 1
        ADD B, B, 1
        ADD C, C, 1
        ADD I, I, 1
        BGT N, I, stepen

        MOV C, #C_START

        RTS
```