Write an inline assembly-C function named "reduce" that takes two positive integer arguments, calls them "num" and "denom", treats them as the numerator and denominator of a fraction, and reduces the fraction. That is to say, each of the two arguments will be modified by dividing it by the greatest common divisor of the two integers.

The function should return the value 0 (to indicate failure to reduce) if either of the two arguments is zero or negative, and should return the value 1 otherwise.

Thus, for example, if m and n have been declared to be integer variables in a program, then

```
m = 25;        n = 15;
cout<<reduce(m,n);
```

then the function will produce the following output:

```
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```

However, in another example.

```
m = 25;        n = 0;
cout<<(reduce(m,n))
```

the output will be: “fraction error”

Use the function in a complete program. All read and write instructions should be done in C.

Note: the function "reduce" is allowed to make calls to other functions that you may need (according to your wish).