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This document outlines the implementation strategies for the Machobane Farming System. Accompanying this documentation is a C++ source file that serves as the basis for an assembly language implementation of the system. The chosen approach involves first developing the program in C++ and subsequently translating it into assembly language.

In the C++ program, character strings are utilized to visually represent each plant in the system. The user is prompted to input the current season, enabling the system to make decisions based on whether it's time for soil preparation, planting, or harvesting.

User preferences play a crucial role in determining the plants to be grown. The program employs a menu-driven structure, comprising six procedures, to facilitate the implementation of the Machobane Farming System.