3. Simple Addition (1) Write a program that clears the screen, locates the cursor near the middle of the screen, prompts the user for two integers, adds the integers, and displays their sum.

4. Simple Addition (2) Use the solution program from the preceding exercise as a starting point. Let this new program repeat the same steps three times, using a loop. Clear the screen after each loop iteration.

6. Random Strings Create a procedure that generates a random string of length L, containing all capital letters. When calling the procedure, pass the value of L in EAX, and pass a pointer to an array of byte that will hold the random string. Write a test program that calls your procedure 20 times and displays the strings in the console window.

8. Color Matrix Write a program that displays a single character in all possible combinations of foreground and background colors (16 16 256). The colors are numbered from 0 to 15, so you can use a nested loop to generate all possible combinations.