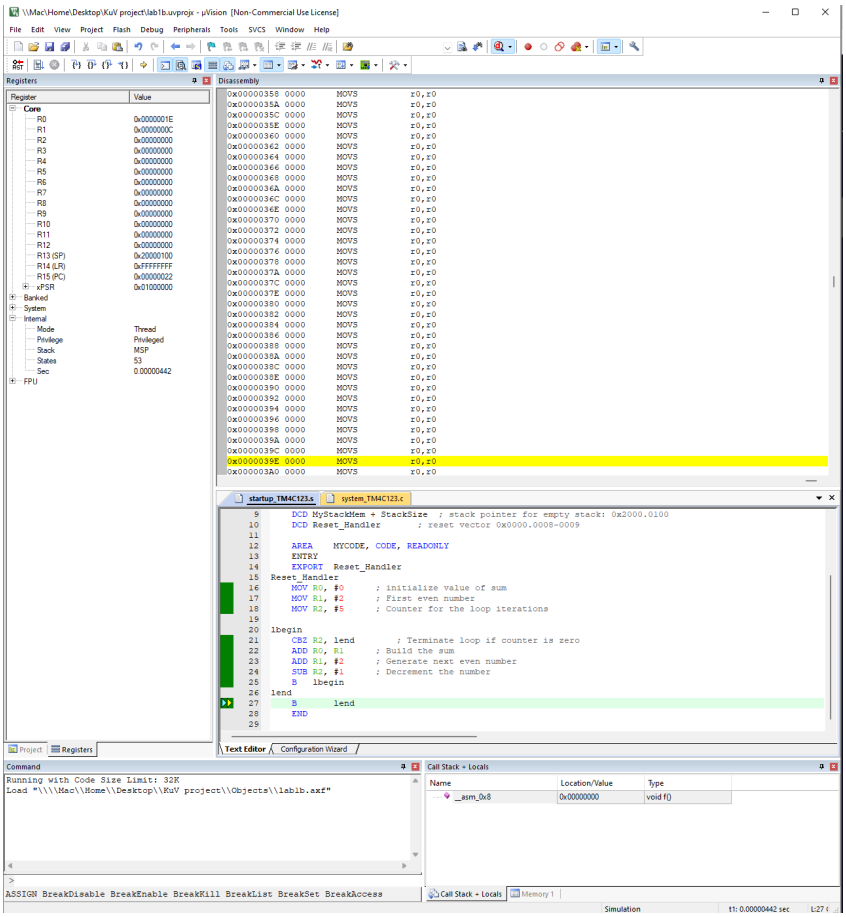

```
        THUMB                           ; Marks the THUMB mode of operation
StackSize       EQU     0x00000100              ; Define stack size of 256 bytes
        AREA    STACK, NOINIT, READWRITE, ALIGN=3
MyStackMem  SPACE  StackSize

        AREA    RESET, READONLY
        EXPORT          __Vectors
__Vectors
        DCD     MyStackMem + StackSize      ; stack pointer for empty stack: 0x2000.0100
        DCD     Reset_Handler           ; reset vector 0x0000.0008-0009

        AREA    MYCODE, CODE, READONLY
        ENTRY
        EXPORT          Reset_Handler
Reset_Handler
        MOV     R0, #0          ; initialize value of sum
        MOV     R1, #2          ; First even number
        MOV     R2, #5          ; Counter for the loop iterations

lbegin
```

```
        CBZ     R2, lend                ; Terminate loop if counter is zero
        ADD     R0, R1          ; Build the sum
        ADD     R1, #2          ; Generate next even number
        SUB     R2, #1          ; Decrement the number
        B       lbegin
lend
        B               lend
        END
```

I learned how to use Keil uVersion's simulation control buttons, also how to run a program on Keil uVersion. Moreover, I learned some of the keyword for the Keil uVersion, like StackSize EQU 0x00000100 is same as setting a const for the stack size. And AREA is to define new section.