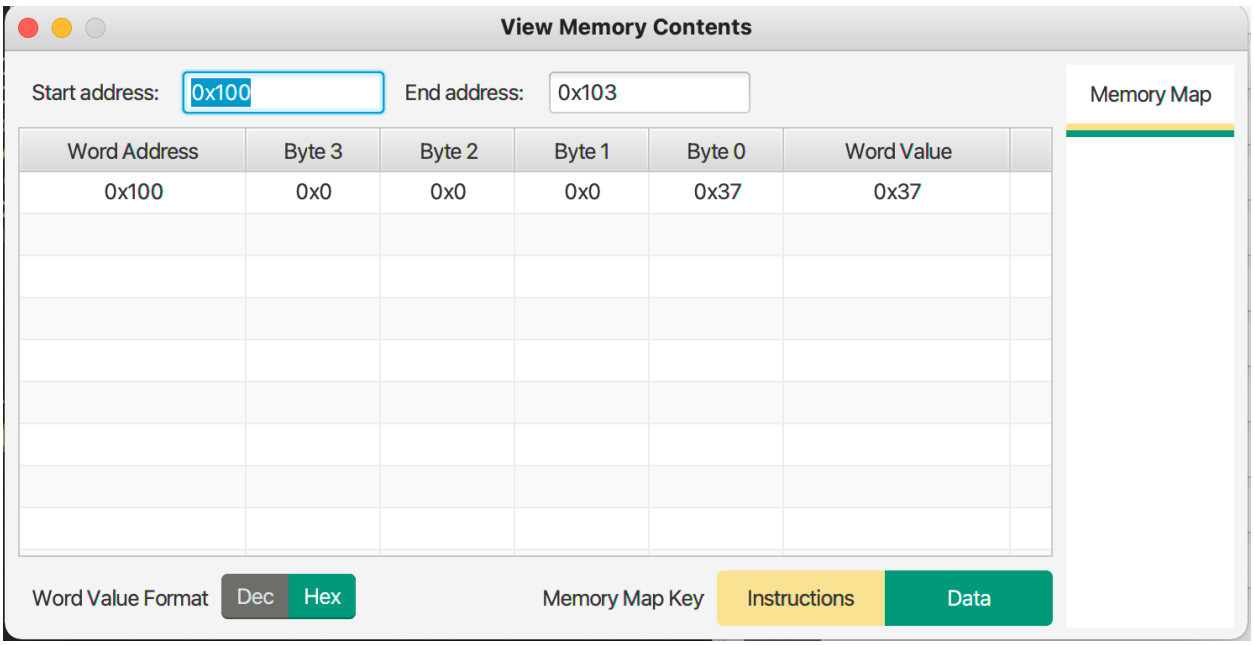
a.



b. Copy of Cod

```
max         EQU     10              ;define x= 10
sum         DCD     0               ;define a storage name sum = 0

            MOV     R0, #0  ; use R0 to starting place
            MOV     R1, #max  ; set R1 to max to 10
loop ;label loop
            CMP     R1, #0  ;compare R1's value and 0
            BEQ     done            ; if R1 = 0 out the loop
            ADD     R0, R0, R1 ; add R0 + R1
            SUB     R1,R1, #1 ; reduce R1 by use after each round of loop
            B       loop            ; back to the loop


done        LDR     R2, =sum ;load sum into R2.
            STR     R0, [R2]    ;saving R2's value into R0
            END
```

c. Through Lab1a, I learned how a simple C++ loop translates into an ARM-based assembly language. Also, I learned some of the keywords for the assembly language, such as MOV, CMP, ADD, SUB, LDR, and STR. Another thing that I learned from this lab is the feature in the VisUAL