**a.**

Table

Description automatically generated

**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