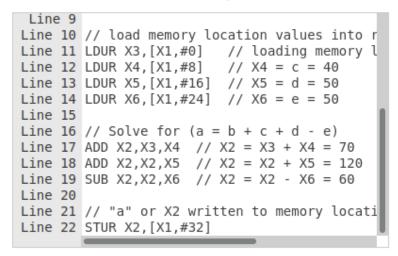
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```
// As the user, set register values
// X1 = 4000
// As the user, set memory locations (ML)
// ML 4000 = 30 ("b" value)
// ML 4008 = 40 ("c" value)
// ML 4016 = 50 ("d" value)
// ML 4024 = 60 ("e" value)
// load memory location values into registers
LDUR X3,[X1,#0] // loading memory location "b" into X3
LDUR X4,[X1,#8] // X4 = c = 40
LDUR X5,[X1,#16] // X5 = d = 50
LDUR X6,[X1,#24] // X6 = e = 50
// Solve for (a = b + c + d - e)
ADD X2,X3,X4 // X2 = X3 + X4 = 70
ADD X2,X2,X5 // X2 = X2 + X5 = 120
SUB X2,X2,X6 // X2 = X2 - X6 = 60
// "a" or X2 written to memory location 4032
STUR X2,[X1,#32]
```

Assembly



Registers		
X1	4000	
Х2	60	
ХЗ	30	
Х4	40	
X5	50	
Х6	60	
Х7	0	
X30	0	

Memory		
4000	30	
4008	40	
4016	50	
4024	60	
4032	60	
5048	0	
5056	0	