Report: HW1#ARITHMETIC

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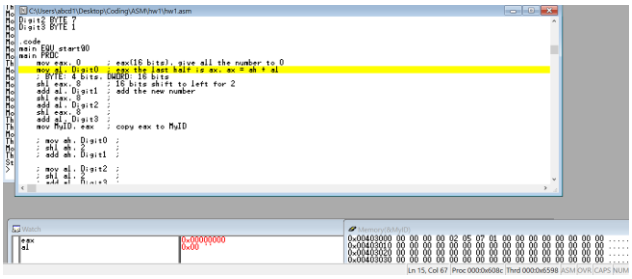
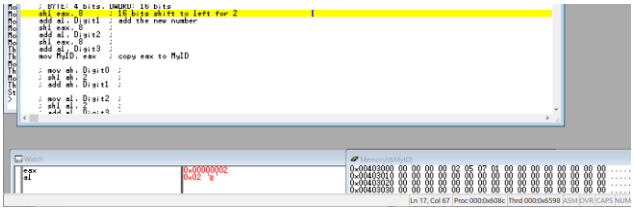
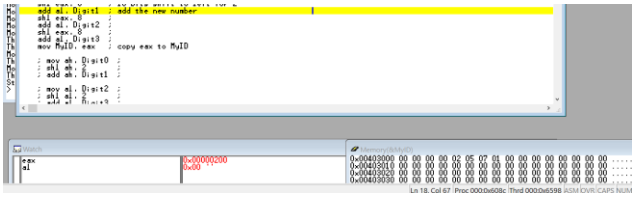
- Code Flows：



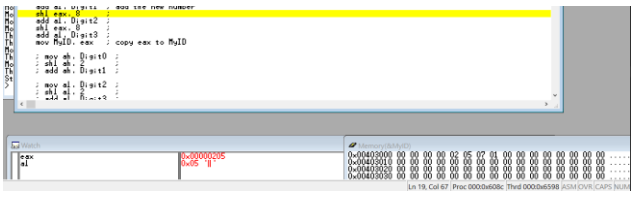
(1) Set register eax to 0



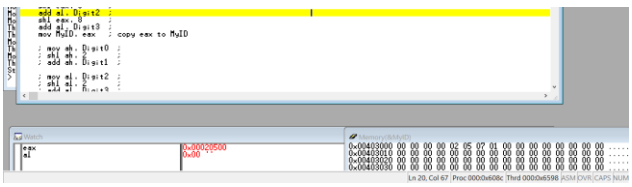
(2) Give Digit0 to register al



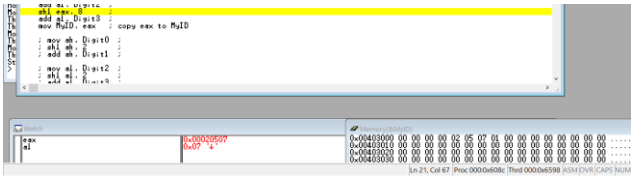
(3) Shift register eax left 8 bits



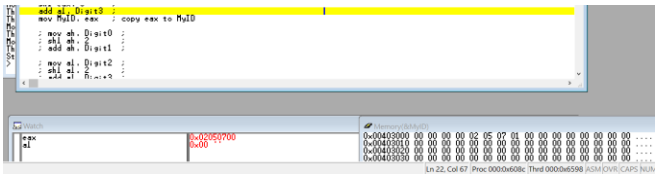
(4) Give Digit1 to register al (is equivalent to eax + Digit1)



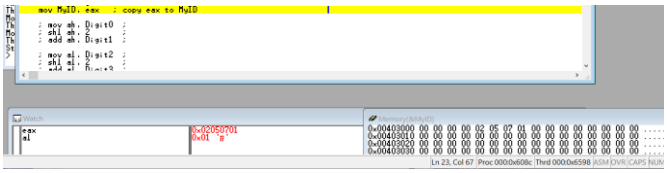
(5) Shift register eax left 8 bits



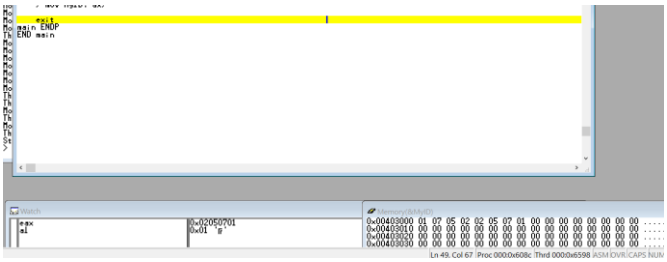
(6) Give Digit2 to al



(7) Shift register eax left 8 bits

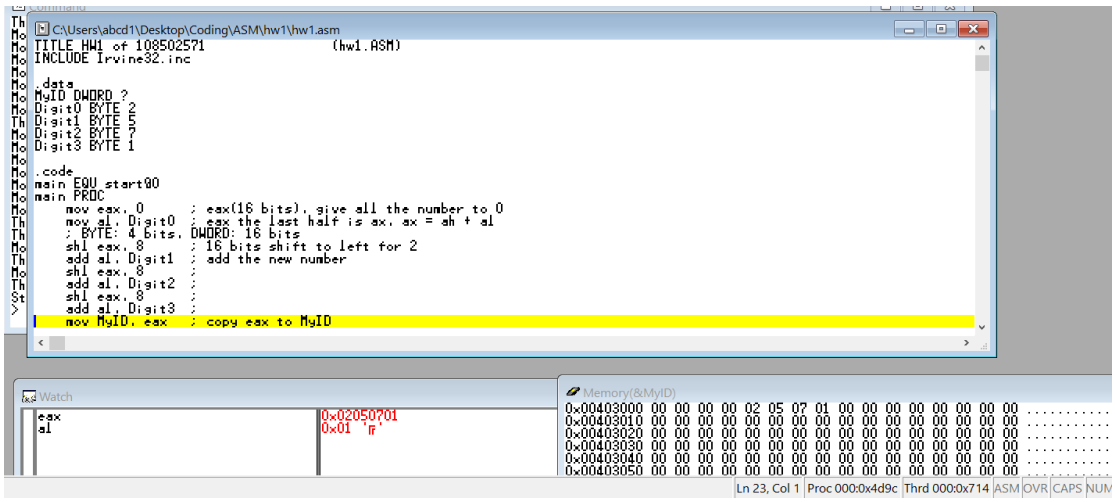


(8) Give Digit3 to register al



(9) Give register eax to MyID

- Finished～～：



- Review：

This project is kind of difficulty and take me many efforts to understand it. Though this, it is a chance to learn more about assembly. I know more about the size of type and the way to let a register move to all 0s.