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Date: October 11th

Extra Credit

This extra credit assembly program implements the area of a triangle formula. This formula is

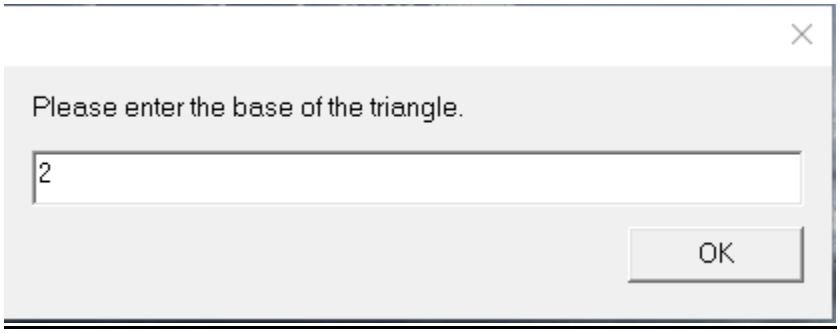
Area = (Base * Height) / 2

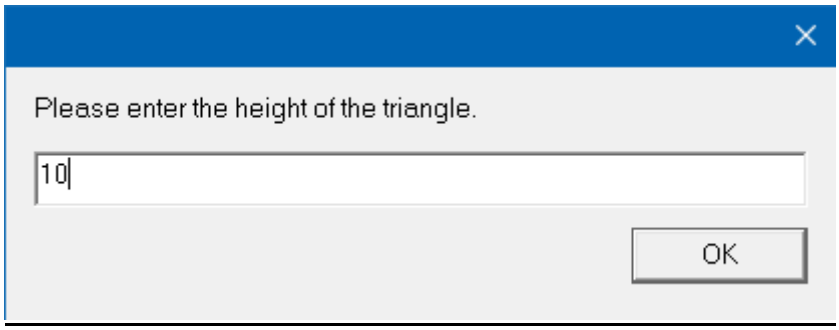
Here is my code

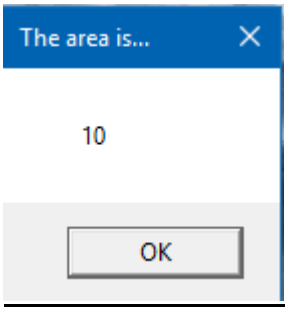
```
;Extra Credit! This program calculates the area of a triangle using the b*h/2 formula.
;Quinn Roemer
;October 11th 2017

.586
.MODEL FLAT

INCLUDE io.h                        ;Header file for input/output

.STACK 4096                         ;Reserving 4096 bytes of memory on the stack.

.DATA                               ;This is where all of my variables are declared.
volume        DWORD ?
base          DWORD ?
height        DWORD ?
two           DWORD 2
prompt1       BYTE "Please enter the base of the triangle.", 0
prompt2       BYTE "Please enter the height of the triangle.", 0
prompt3       BYTE "The area is...", 0
temp          BYTE 40 DUP (?)

.CODE                               ;This is where all of my code is written.
_MainProc PROC

          input prompt1, temp, 40
          atod temp
          mov base, eax

          input prompt2, temp, 40
          atod temp

          mul base
          mov ebx, two
          div ebx

          dtoa temp, eax
          output prompt3, temp

          ret                       ;Returning.

_MainProc ENDP
END                                 ;End of code.
```

Here is my output

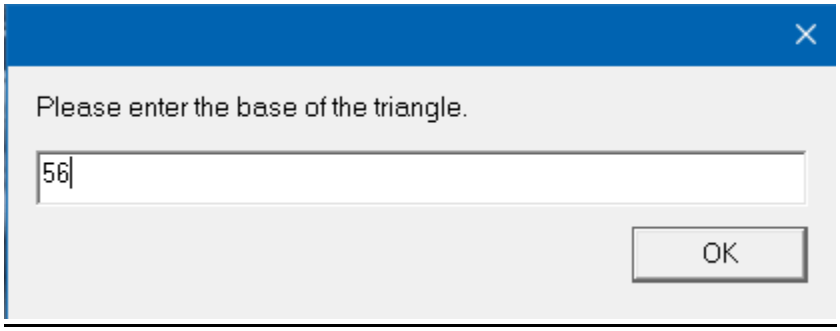
Example 1

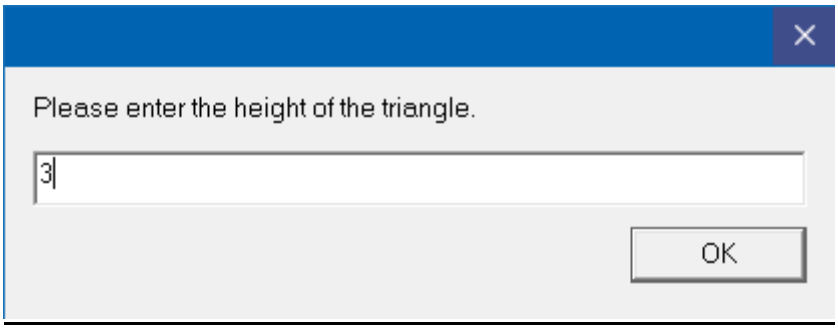


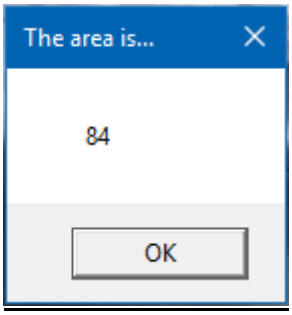




Example 2




Please enter the height of the triangle.
3
OK


The area is...
84
OK