

1) Load the register X7 from the memory address corresponding to the value in the X3 register plus 12.

```
LDUR X7, [X3, 12]
```

2) Calculate the value $16 \cdot V + 7$ where V is the value in the X7 register and place the result in the X6 register. You should be able to do this with two instructions. Do NOT use 15 ADD instructions to implement $16 \cdot V$ as $V + V + V + \dots + V$ as there is a much more efficient way to implement $16 \cdot V$.

```
LSL X6, X7, 4
```

```
ADDI X6, X6, 7
```

3) Subtract the value in the X5 from the value in the X6 register and put the result in the X4 register.

```
SUB X4, X5, X6
```

4) Store that value in the X4 register to the memory address corresponding to the value in the X8 register plus 8.

```
STUR X4, [X8, 8]
```