Lab 2: Input and Output

Requirements:

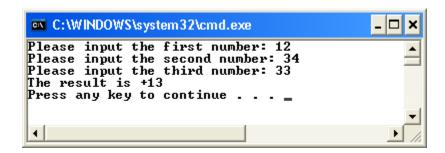
- 1. This assignment as well as other assignments in this class must be finished on Windows operating system.
- 2. Zip your program and snapshots
- 3. Submit on Canvas by 11:59pm September 12, 2013

Assignments:

Develop a 32-bit assembly program which is outlined as follows:

- 1. Declare three variables: val1, val2, val3
 - 2. Input three integers from the user and save the values in val1, val2, and val3
- 3. Then perform the following calculation:
 - a) ecx=val1
 - b) ecx=ecx+val2
 - c) ecx=ecx-val3
- 4. Display ecx
- 5. You do not need to handle wrong inputs.

The output should be similar to



Hints:

- 1. You may need seven variables.
 - a) You need to prompt a message for the user to input each of the three numbers, the easiest way of doing that is to prepare three strings. They are *three* variables.
 - b) You will need *three* variables to store three input numbers.
 - c) When you display the output, you may need to save the message "The result is" in a variable.
- 2. "call crlf" advances the cursor to the beginning of the next line in the console window.

Grading Policies:

Correct variable declarations	10%
Successfully input from user	30%
Correct calculation	30%
Correct format of displaying	30%