SAMPLE RUN #1

```
; ----------------------------------------
; SAMPLE RUN #1

; #1 EAX is initialized with a value btwn 0-100 to be tested for then calculate_grade is called
mov eax, 50
; #2 the call instruction is passed calculate_grade as an operand
call calculate_grade
; ----------------------------------------
```

Watch 1		▼ ┻ ✕

Search (Ctrl+E)   🔍 ▾   ↑ ↓   Search Depth: 3 ▾

Name	Value	Type
🔲 letter_grade	70 'F'	unsigned char
🔷 eax	50	unsigned int
Add item to watch		

SAMPLE RUN #2

Watch 1		▼ ┻ ✕

Search (Ctrl+E)   🔍 ▾   ↑ ↓   Search Depth: 3 ▾

Name	Value	Type
🔲 letter_grade	65 'A'	unsigned char
🔷 eax	100	unsigned int
Add item to watch		

```
; ----------------------------------------
; SAMPLE RUN #2

; #1 EAX is initialized with a value btwn 0-100 to be tested for then calculate_grade is called
mov eax, 100
; #2 the call instruction is passed calculate_grade as an operand
call calculate_grade
; ----------------------------------------
```

SAMPLE RUN #3

```
; ----------------------------------------
; SAMPLE RUN #3

; #1 EAX is initialized with a value btwn 0-100 to be tested for then calculate_grade is called
mov eax, 90
; #2 the call instruction is passed calculate_grade as an operand
call calculate_grade
; ----------------------------------------
```

Watch 1			▼ ⊣ ✕
Search (Ctrl+E)	🔍 ▾ ↑ ↓ Search Depth: 3 ▾		
Name	**Value**		**Type**
🔳 letter_grade	65 'A'		unsigned char
◈ eax	90		unsigned int
Add item to watch			

SAMPLE RUN #4

```
; ----------------------------------------
; SAMPLE RUN #4

; #1 EAX is initialized with a value btwn 0-100 to be tested for then calculate_grade is called
mov eax, 0
; #2 the call instruction is passed calculate_grade as an operand
call calculate_grade
; ----------------------------------------
```

Watch 1			▼ ⊣ ✕
Search (Ctrl+E)	🔍 ▾ ↑ ↓ Search Depth: 3 ▾		
Name	**Value**		**Type**
🔳 letter_grade	70 'F'		unsigned char
◈ eax	0		unsigned int
Add item to watch			

SAMPLE RUN #5

```
; ----------------------------------------
; SAMPLE RUN #5

; #1 EAX is initialized with a value btwn 0-100 to be tested for then calculate_grade is called
mov eax, 60
; #2 the call instruction is passed calculate_grade as an operand
call calculate_grade
; ----------------------------------------
```

Watch 1			▼ ⊣ ✕
Search (Ctrl+E)	🔍 ▾ ↑ ↓ Search Depth: 3 ▾		
Name	**Value**		**Type**
🔳 letter_grade	68 'D'		unsigned char
◈ eax	60		unsigned int
Add item to watch			