

Instructions:

Consider the following C-based psuedocode.

```
uint32_t x = 34;
uint32_t y = 27;
uint32_t z = 19;
uint32_t u = y;
uint32_t v = x - z;
x = x - z + y - z;
y = y + x - z;
```

Write an equivalent assembly language program such that:

- registers `%r8d` through `%r12d` are used to hold the values of variables `x`, `y`, `z`, `u`, and `v`, respectively
- only register `%eax` is used for temporary storage of addition and subtraction results
- for instance, `x = x - y` should be performed by: (1) storing the value in the register for `x` into register `%eax`; (2) subtracting the value in the register for `y` from `%eax` and storing the result back into `%eax`; and (3) moving the value in `%eax` into the register used for `x`

Submission:

Upload your `.s` file as well as a screenshot showing the final result of the variable `y` (stored in `%r9d`).

Please create a tag and a release on github for your final submission, marking it as complete.