Write code that does the following: a/b and a%b

Input a and b

a = 11

b = 5

a/b = 22

a%b = 1

a for a Counter

1. 0

-5 1 Make sure 11 > 5

6

-5 2 Make sure 6 > 5

1 = mod

Test and Subtract, the mod is going to be the leftover of 6 – 5.

Also have a flag that swaps registers.

Should only use up to six registers.

Build a table of registers you use, and use hand tracing to set up the problem.

Don’t subtract if a is already less than b; test if a < b. Don’t want to do any subtractions if a < b.

Have to initialize values to the register (mov mnemonic).