Lab 05 - Working with Functions

Create a program that reads 2 integers from the user and 1 character. We will call them a,b and op. The op will be a character and will be one of the following: +, *, ^(exponent), E(exit). You must write a function for each of the operators and you must store the three inputs in global variables (resb, resw, read, db…). Your program will perform the operation from the third char input on the first two numeric values. For example, if I enter:

2
2
*

Then the output would be:
Op 2 * 2 = 4

Helpful hints: Use printf. For the op, read two chars (one of them will remove the extra newline). Put the printf in the main function and return the result of each function in the register eax.

```
call read_char
call read_char
mov [op], al
```

Below is an example run. Your program should produce the same output for the provided input.

```
gecko01@cs:~/project/Homework2$ ./Homework2.sh && ./
Homework2.out
5
3
+
Op 5 + 3 = 8
5
3
*
Op 5 * 3 = 15
5
3
^
Op 5 ^ 3 = 125
5
3
E
```

Your program must assemble and compile. Failure to do so will result in 0 points. Your output for the above examples must match exactly.

Deliverables

Turn in a file named **Lab05.asm**.