In assignment four, I started by copying the listed program, assembling and linking it. When I ran the program there was no output, as nothing was printed out, and register/memory change should not be visible outside of a debugger. When following the x/3xw command for the known register 0x1008, three addresses are shown in hexadecimal. This is the results of our changes on the register. This location is where the breakpoint was. It shows the three addresses visible at that time.

For part 2, I created a program for the listed equation, Register = val2 + 9 + val3 – val 1. I created three wards named var1 var2 and var3, then loaded them into registers r1 r2 and r3. I moved 9 into r4, then did the math, finishing the result in register r1. Checking the registers, the desired value of 30 was found in the correct register, the operations worked as intended.