

Output Screenshots

Task 1: Return a Letter Grade from Scores in Memory

```
KellyLwin_Program3_Task1.asm
1  # CS 2640 - Kelly Lwin
2  # 11/23/2024
3  # Program 3: Accessing Memory and File Handling
4
5  # Assignment Instruction:
6  # Given an array of test scores, traverse the array and determine the letter grade
7  # for each score. Handle cases for grades above 100 as "A with Extra Credit."
8
9  # Goals of the program:
10 # Initialize messages, array, and load data
11 # Determine letter grades for each score in the array
12 # Print the results and exit the program
```

Line: 10 Column: 44 ☒ Show Line Numbers

Mars Messages Run I/O

The program will now exit.

-- program is finished running --

The grade for 32 is: F
The grade for 56 is: F
The grade for 78 is: C
The grade for 66 is: D
The grade for 88 is: B
The grade for 90 is: A
The grade for 93 is: A
The grade for 100 is: A
The grade for 101 is: A with Extra Credit
The grade for 82 is: B
The program will now exit.

-- program is finished running --

Clear

Task 2: Printing Files

```
KellyLwin_Program3_Task2.asm
1  # CS 2640 - Kelly Lwin
2  # 11/23/2024
3
4  # Assignment Instruction:
5  # Write a program to open, read, and print the contents of practiceFile.txt.
6
7  # Goals of the program:
8  # Open the file.
9  # Read its contents.
10 # Print the contents to the console.
11 # Close the file and exit the program.
12
```

Line: 1 Column: 1 ☒ Show Line Numbers

Mars Messages

Run I/O

This is a practice file. Use it to practice Assembly programming

- open file
- close file
- you could even practice writing to this file

This file will be used when testing your code submitted for Program 3.

The program will now exit.

-- program is finished running --

Clear

Task 3: Append to File

```
practiceFile.txt
1 This is a practice file. Use it to practice Assembly programming
2 - open file
3 - close file
4 - you could even practice writing to this file
5
6 This file will be used when testing your code submitted for Program 3.
7
8 What have you enjoyed most about the class so far?
9 Learning the number systems.
```