- Multiplication Program

input = R0, R1
(values in)

Computes R0 × R1 and store output at R2

In order to compute R0 × R1 with addition, you can simply add R0 R1 times.

(Something like this)

```
for (i=0 ; i < R1){
    res += R0
}
return res.
```

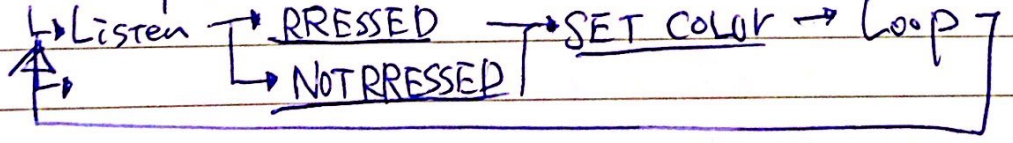
⇒ in assembly code

```
@i
M=1
@R2
M=0
(LOOP)
@i
D=M
@R1
D=D-M   ← check if number of loops is enough
@END
D;JGT
:
:
```

- I/O-Handling Program.

- Infinite loop listening to the keyboard input
when a key is pressed ⇒ blacken the screen
else ⇒ whiten the screen

Necessary functions



You can move from one row to another by using 0; JMP

To know when you finish setting color for every pixel, you can count the number of pixels you colored up until 32 × 256.