MOV r0, #1 ;current number

MOV r1, #1 ;previous number

MOV r2, #2 ;counter for looping

MOV r3, #25 ;number of figures to calculate

fib MOV r4, r0 ;temp storage for moving previous fib number

ADD r0, r0, r1 ;calculate next fib number

MOV r1, r4 ;move prev. fib number from temp memory

ADD r2, r2, #1 ;add one to counter

CMP r2, r3 ;check to see if calculated last desired figure

BNE fib ;if not go again.

END ;if calculated last figure, terminate