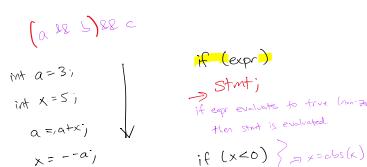
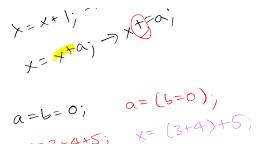
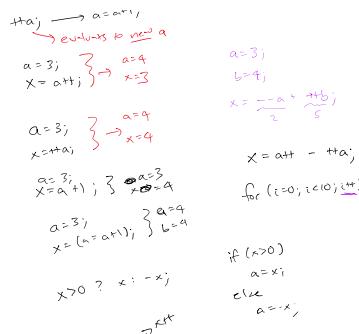
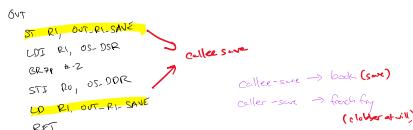
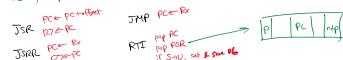
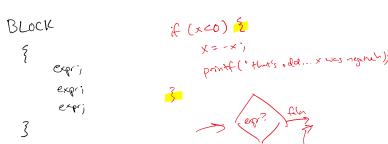


In LC3, typically use `call` - - -



$x = -x;$



BLOCK
{
 expr;
 expr;
 expr;
}

if (expr) {

 stmt;
 if expr evaluates to true (non-zero)
 then stmt is evaluated

 if (x < 0) {
 x = abs(x);
 }

 else matches

 if (expr)
 stmt+;

 else

 if (expr) {

 if (a > b) {
 if (a > 0)
 printf("and A");
 } else
 printf("and B");
 }