Please complete the following problems from Chapter. Save each assembly language program as a Pep/9 Source Code (.pep) file. The name of each file should identify the textbook chapter and problem number. For example, if the program is a solution to problem 1 in Chapter 6, the Source Code file should be named **Problem6-1.pep**. When you have completed all problems, please ZIP all of your Source Code files in to one ZIP file and upload this file to Canvas. Use only concepts which were covered in Chapter 6.

# Section 6.1 (4 points each)

1. Translate the following C program into Pep/9 assembly language:

#include <stdio.h>

int main () { int num1; int num2;

scanf("%d %d", &num1, &num2); printf("%d\n%d\n", num2, num1);

return 0;

}

1. Translate the following C program into Pep/9 assembly language:

#include <stdio.h>

int main () { int width; int length; int perim;

scanf("%d %d", &width, &length); perim = (width + length) \* 2; printf("width = %d\n", width); printf("length = %d\n\n", length); printf("perim = %d\n", perim);

return 0; }

1. Translate the following C program into Pep/9 assembly language:

#include <stdio.h>

int main () { char ch;

scanf("%c", &ch); ch---; printf("%c\n", ch);

return 0; }

1. Translate the following C program into Pep/9 assembly language:

#include <stdio.h>

int main () { int num1; int num2;

scanf("%d", &num1); num2 = -num1; printf("num1 = %d\n", num1); printf("num2 = %d\n", num2);

return 0; }

# Section 6.2 (4 points)

11. Translate the following C program into Pep/9 assembly language:

#include <stdio.h>

int main() { int number;

scanf("%d", &number); if(number %2 == 0) { printf("Even\n");

} else {

printf("Odd\n");

}

return 0;

}