1. Study Sixth edition Chapter 6, Section 6.1.

2. Write the *hexadecimal* addresses and *hexadecimal* object code as it would appear in the listing for the following assembly language program. Show the *hexadecimal* value of each symbol in the symbol table.

```
-------------------------------------------------------------
            Object
Addr        code                    Symbol    Mnemon   Operand
-------------------------------------------------------------
                                              LDWX     beta,sf
                                              RET
                                    alpha:    .BYTE    -5
                                    beta:     .WORD    13
                                    delta:    .BLOCK   6
-------------------------------------------------------------


Symbol table
--------------------------------------------
Symbol    Value              Symbol    Value
--------------------------------------------
alpha                        beta
delta
--------------------------------------------
```

Type your solutions in a text editor or word processor app and save it in a `.pdf` file. You cannot simply change the extension of your file name from `.docx`, or `.rtf`, or `.txt` to `.pdf`. You must *export* your document as a `.pdf` file.

Submit your `.pdf` file as an attachment in Canvas under Assignment 13a.

3. Write an assembly language program at level Asmb5 that inputs two letters and uses them in a sentence as follows. If the input is `SW` the output should be

    ```
    Hello SW. How are you?
    ```

    Name your file *xx*`prob0613.pep` (all lowercase) where *xx* is your assigned two-digit number. For example, if your two-digit number is 99 you would name it `99prob0613.pep`. Note that the app will automatically append the file extension `.pep`.

    Hand in your file as an attachment in Canvas under Assignment 13b.