1. Study Sixth edition Chapter 6, Section 6.5.

2. Translate the following C program to Pep/10 assembly language.

```
#include <stdio.h>

void putNext(int age) {
    int nextYr;
    nextYr = age + 1
    printf("Age: %d\n", age);
    printf("Age next year: %d\n", nextYr);
}

int main () {
    int myAge;
    scanf("%d", &myAge);
    putNext(myAge);
    putNext(64);
    return 0;
}
```

Your assembly language program must contain (1) a documentation section with your name, date, and assignment number at the top of the program, and (2) trace tags for all the variables.

Name your file *xx*`prob0617.pep` (all lowercase) where *xx* is your assigned two-digit number. For example, if your two-digit number is 99 you would name it `99prob0617.pep`. Note that the app will automatically append the file extension `.pep`.

Hand in your file as an attachment in Canvas under Assignment 17.