Computer Architecture (Assembly Language smz32v50)

We are going to create a guessing game. Below is the process:

1. You start running the program
2. Program requests the user to input a number from 0 to 9
3. The program compares the input number with the number of you have set in your program:
    1. If the input number is smaller, display "It is bigger" in VDU and accept new number
    2. If the input number is bigger, display "It is smaller" in VDU and accept new number
    3. If the input number is equal, display "Correct!". The game ends here.
4. Optional: If the user tries 3 times but still incorrect, display "You lose" in VDU