Computer Architecture (Assembly Language smz32v50)

TP 5: Create a very simple calculator

The calculator is very simple which can only operate addition and substraction without negative value and the result are between 0-99.

- ✓ 2 + 3 is Ok
- ✓ 20+ 7 is Ok
- ✓ 80 + 22 is not Ok as it is exceed 99
- ✓ 3 - 4 is not Ok as it give -1 which is negative value
- ✓ -1 + 4 is not Ok as the input is negative

You don't need to detect/prevent the above condition, just consider that consider that user won't violate this rule.

The process flow:

1. User run program
2. Program ask user to input number
3. User type in a positive number, and program display it in 7 segments display
4. Program ask user to input again for the operator (addition or substruction)
5. User type in + or -
6. Program ask user to input again for the 2nd number
7. User type in a positive number, and program display it in 7 segments display (clear the previous value)
8. Program display result in 7 segment display
9. type any key, program start again. 7 segments display is cleared.