Load pointers x, y and z

Initialize Variables

Store Value in Address 0x0222 and increase address.

If low bit counter = 0x00 then Increase High bit of counter

Check the 300 number limit

Done

Get Number from address

Check if divisible by 5 by subtracting 5 until either 5 or less than 5.

When not divisible store in address 0x0600 and add the numbers.

When divisible store in address 0x0400 and add the numbers.

Increase the high bit of the sum if limit reach at low bit.

Increase the high bit of the sum if limit reach at low bit.

Increase counter and check if low bit limit reach

Check the 300 number limit if otherwise get another number.

Increase high bit of counter if low bit limit reach.

Done