1) LDI R0, 0x48   => R0 = 0100 1000   all flags are zero

2) LSL R0   => R0 = 1001 0000   I = 0, C = 0, Z = 0, N = 1, V = 1, S = 0, H = 1, T = 0

3) BST R0, 4   I = 0, C = 0, Z = 0, N = 1, V = 1, S = 0, H = 1, T = 1

4) ADD R0, 0x80   I = 0, C = 1, Z = 0, N = 0, V = 1, S = 1, H = 0, T = 1

5) SEI   I = 1, C = 1, Z = 0, N = 0, V = 1, S = 1, H = 0, T = 1