Consider the following Pep/9 machine language program as it appears when loaded to memory starting at location 0000. In the lower table, show the effect of every step in the vonNeumann execution cycle for all instructions until stopping (use as many rows as needed), including updates to memory, which can be shown in the upper table. Note that the initial values for CPU registers are provided on the first row; use them.

0000	D1	00	07	E1
0004	00	80	00	AB
8000	CD	EF	00	00
	'			

	PC	IR	SP	A	X	NZVC
Start program	0000	00 0000	FBCF	0000	0000	0100
				1		•
Fetch instruction						
Increment PC						
Decode	_	_	_	_	_	_
Fetch, if non-unary						
Increment PC, if non-unary						
Execute						
Fetch instruction						
Increment PC						
Decode	_	_	_		_	_
Fetch, if non-unary						
Increment PC, if non-unary						
Execute						
Fetch instruction						
Increment PC						
Decode	_	_	_	_	_	_
Fetch, if non-unary						
Increment PC, if non-unary						
Execute						
Fetch instruction						
Increment PC						
Decode		_				
Fetch, if non-unary						
Increment PC, if non-unary						
Execute						