- 1. 0110 1111 0000 0001
- 2. 1111 1110 1101 0011
- 3. 28417
- 4. -4,059
- 5. 28417
- 6. 8747
- 7. 57381
- 8. a
- 9. 6
- 10. 1111 1110 1101 0011
- 11. 64 billion
- 12. 2
- 13. 36
- 14. 2
- 15. 16 million
- 16. 1
- 17. 24
- 18. 1
- 19. Fetch: load MAR with contents of pc and increment pc
 Decode: Examine instruction to figure out what the computer needs to do
 - Execute: carries out execution of instruction
- 20. 16, each opcode is 4 bits so 24 is 16
- 21. It can instantly access any location in memory, does not have to be sequential
- 22. Do operations on registers, ADD
- 23. Move data from registers to memory, LDR
- 24. Changes the sequence of instruction execution by changing the program counter, JMP