

# Mvitu

## 1) LOAD ROM

$$\text{LOAD-ROM} = \text{Code} + \text{RO} + \text{RW} \\ = 24874 \text{ B}$$

Extra  $24874 \bmod 4 = 2$

Extra  $\boxed{24876}$  ( $24876 \bmod 4 = 0$ )  
 $\downarrow$   
 $(612C)_{16} \rightarrow \text{jump 1 scatter}$

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## 2) EXECUTABLE ROM

$$\text{EX-ROM} = \text{Code} + \text{RO} \\ = 24842$$

$$24842 \bmod 4 = 2$$

Extra  $\boxed{24844}$  ( $24844 \bmod 4 = 0$ )  
 $\downarrow$   
 $(610C)_{16} \rightarrow \text{jump 3 scatter} \\ + \\ \text{jump 1 mem-map}$



### 3.7) RAM

$$RW + ZI = \boxed{4749424} \quad (4749424 \bmod 4 = 0)$$

↓

$$(487870)_{16} \quad \text{[Memory]}$$

↓

ipalli 7 scatter

! 2E memory map bajw RW + ZI + stack - heap

Stack - heap 10.000 B ja

stack - heap

$$\text{Stack} \xrightarrow{\text{Memory}} (4749424)_{10} + (24844)_{10}$$

$$= (4774268)_{10}$$

h

$$\boxed{(48D97C)_{16}}$$

$$\text{heap} \xrightarrow{\text{Memory}} \{ \text{stack} + (10.000)_{10} \} \quad \boxed{(49008C)_{16}}$$

2E memory map: RAM 6E memory map:

$$RW + ZI + 10.000 = 4759424 \quad \text{h} \quad \boxed{(489F80)_{16}}$$

ipalli 2 6E memory map