•	ICS Problem #10			
	Sheet #10			
	CS122			
	Probem 10.1.a)			
#	Machine Code	Assembly lode	Description	'
Ö	001 1 000 1	Load # 1	Load volve lin accum	Ulator
1	010 0 1111	STORE 15	Store the value otonomola	tor inlocations
<i>6</i> 2 €	001 1 0000	Load #0	Load value o in accumul	ator
3	101 1 0100	Equal #4	Skip next instruction it a value equals to 4	ccumulator
Ч	110 10110	Jump #F6	Jump to instruction 6	
5	111 1 0000	HALT	Stop execution	
6	001 0 0011	Load 3	Coad the value of mem 3 into accumulator	or 1000+1'on
7	100 1 0001	SUB#1	Subtract the value I fr	(1)1/a/1/a-ha-
8	010 0 0011	STORE 3	store the value of an in location &	umolato v
Q	061 0 1111	LOOD 15	Load the value of me	movy location
10	011 0 1111	ADD 15	pad the voice of the	e memory
@ 11	010 0 1111	STORE 15	Stole the value of a	a mulmor
12	110 1 0010	Jump #72.	Jump to instruction	15,
13	000 0 0000		70/10 1113/10(1101)	2
14	0000			
15	000 0 0000	1		
			1	
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and it is not seen to the second		and the second s	depresentation of particular according to the particular of the control of the co	
and the second s		and the state of t	and the second s	
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n) Initially the program storts as it stores the value I in accompletor and then to lacation Then it does the sam load o and compares it with number 4. If twe it will skip next instruction plue it take in this case it just goes to location 6. Then value in 3 which is Egooff 9 is loaded into accomplator and decreased by one, Then his valle from Memory location 15 which is I is laded into accomplator and is increased by 1 (itseff) Then acain it goes to instruction 2 and 0 is loaded to the accumulator and compared with 3 this time however. The process is reproten and we can figure out this makes the supprocess run 4 times and value in memory location 15 (nanger from 1-2-24-28-216 and finally When a and Equal #0 moth it goes to adviess 5 and the program terminates program when # ends, the value 16 is left in accumulator. In general terms we can say it as insteasing & where nruns from 0 to 4.

