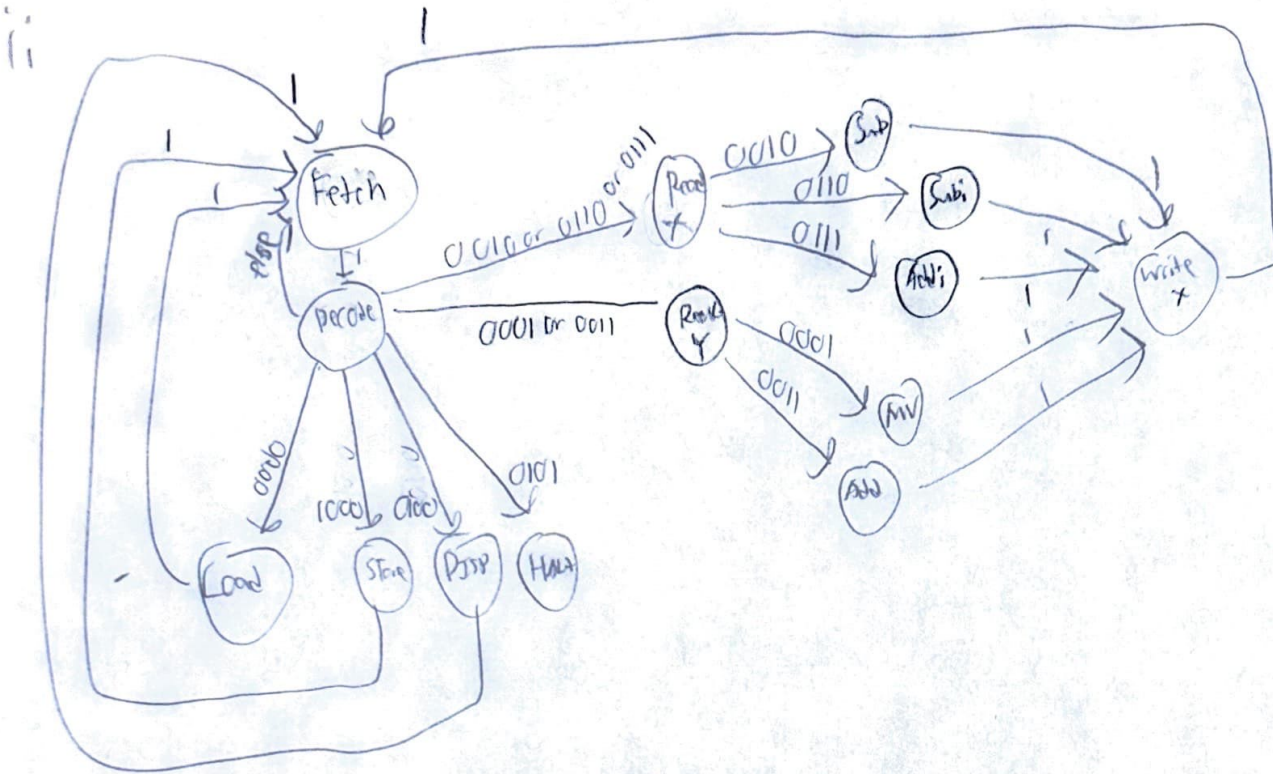


i. I will use a new encoding 1000 in case I want mv for some reason and b/c the code comes w/ store as 4/b1000



iii

```

7006 // addi r0, r0, 6
3000 // add r0, r0, r0 (12)
3000 // add r0, r0, r0 (24)
3000 // add r0, r0, r0 (48)
0100 // load r1, r0 (48)
7001 // addi r0, r0, 1
0200 // load r2, r0 (49)
7001 // addi r0, r0, 1
0300 // load r3, r0 (50)
3221 // add val1 and val2
8032 // store r2 at r3 value
3323 // add r3 and r2
4030 // display r3 (now the sum of r3,r2,r1)
5000 // HALT!

```