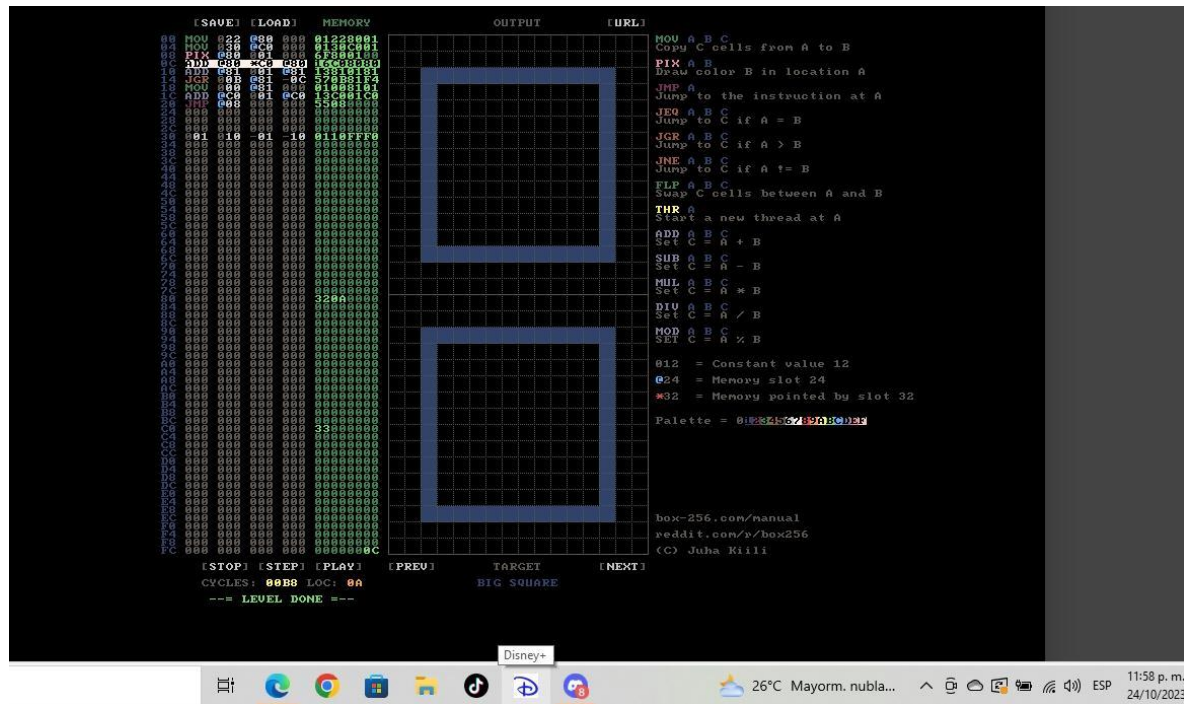
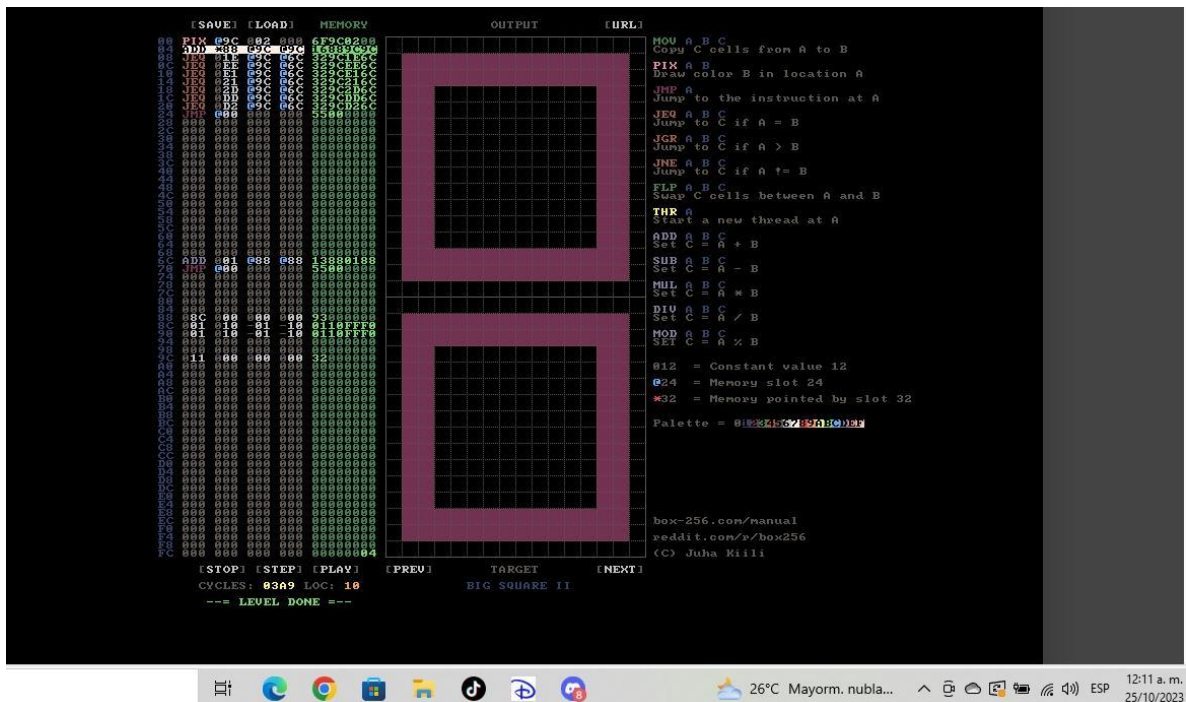


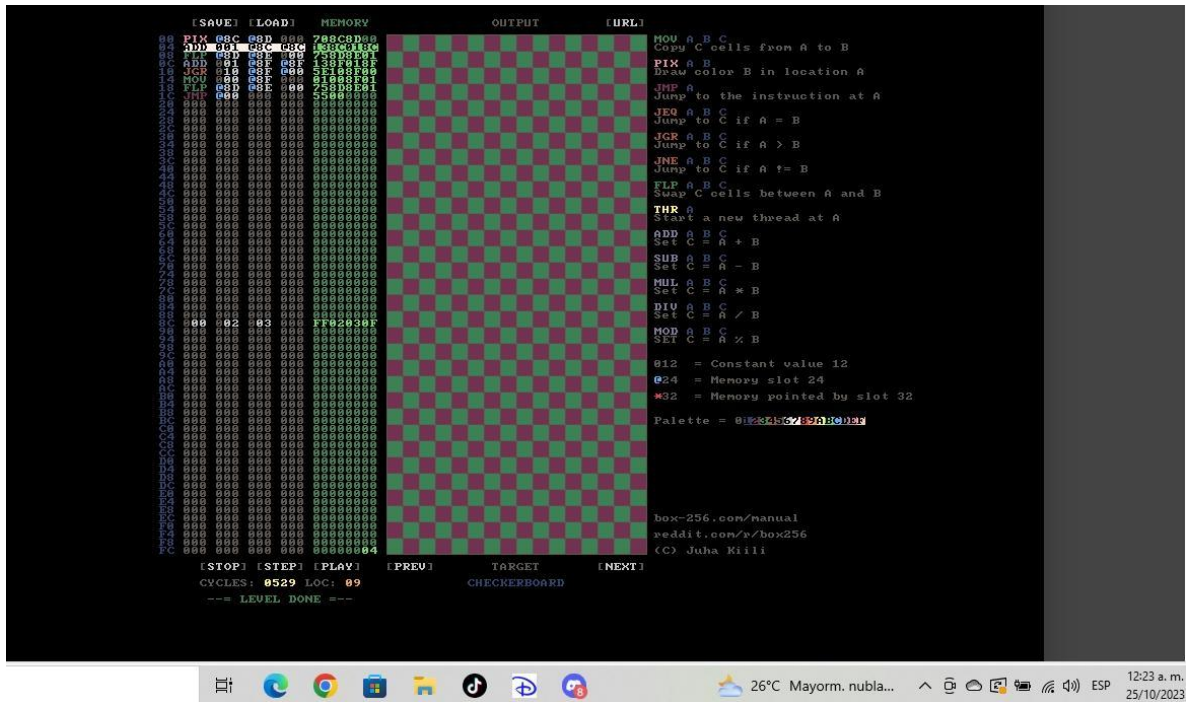
Ejercicio 1



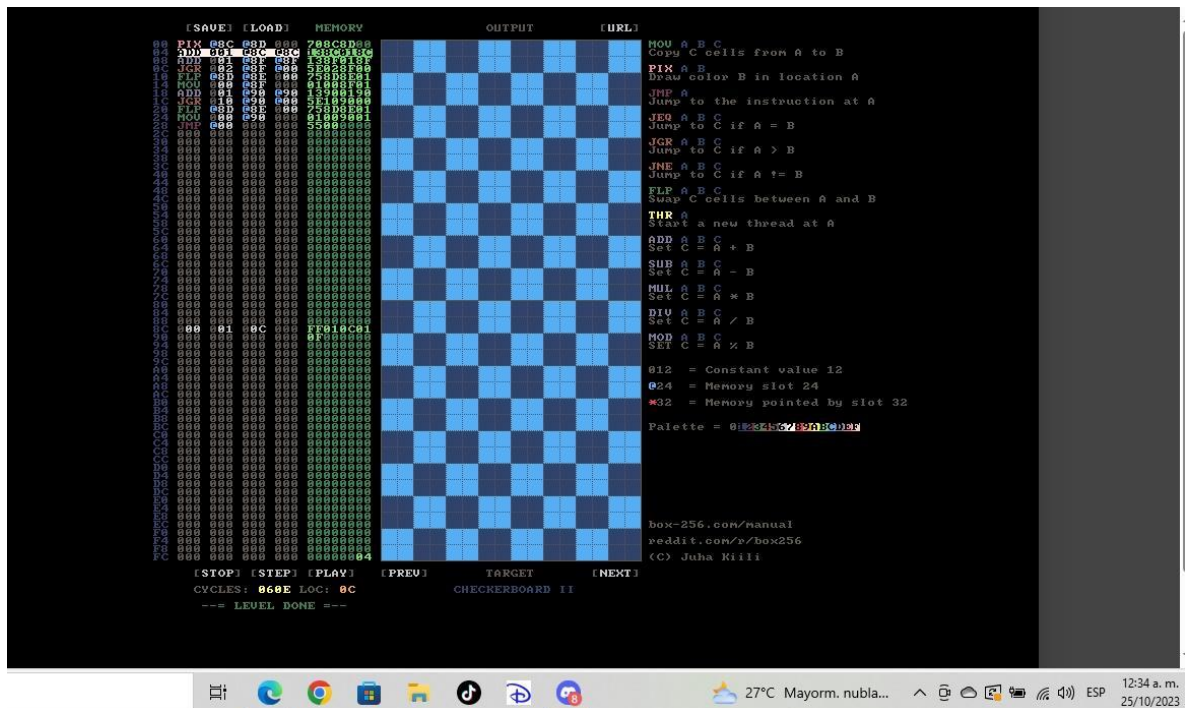
Ejercicio 2



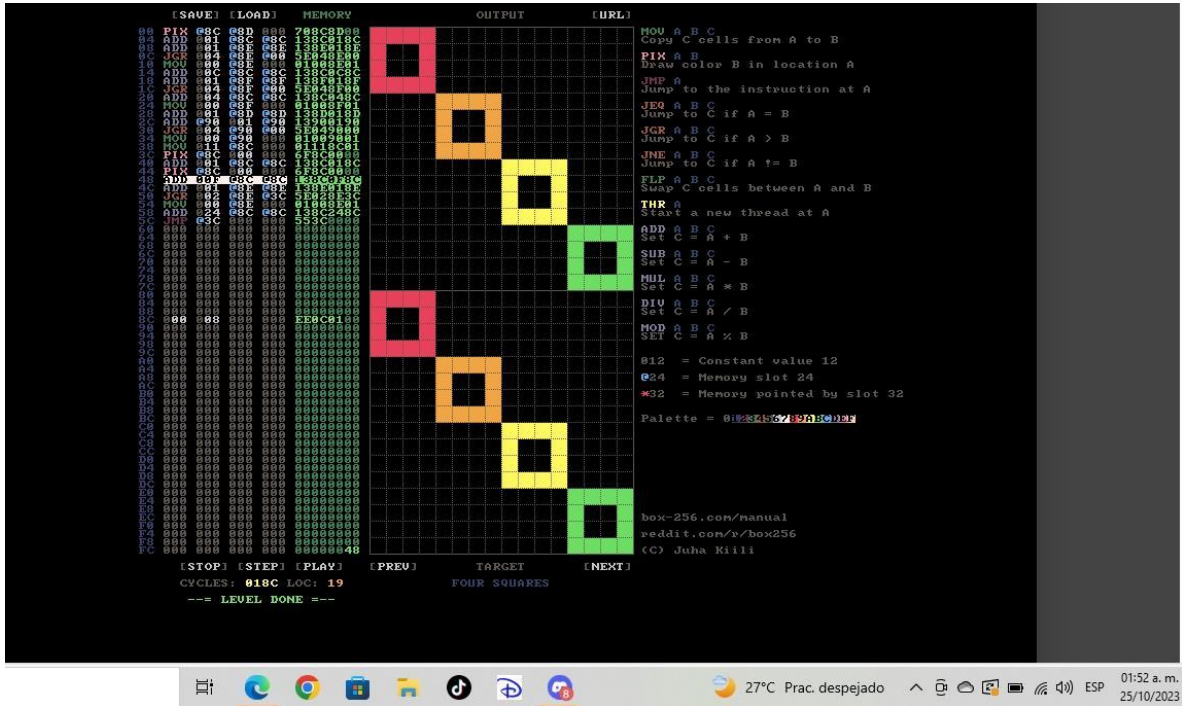
Ejercicio 3



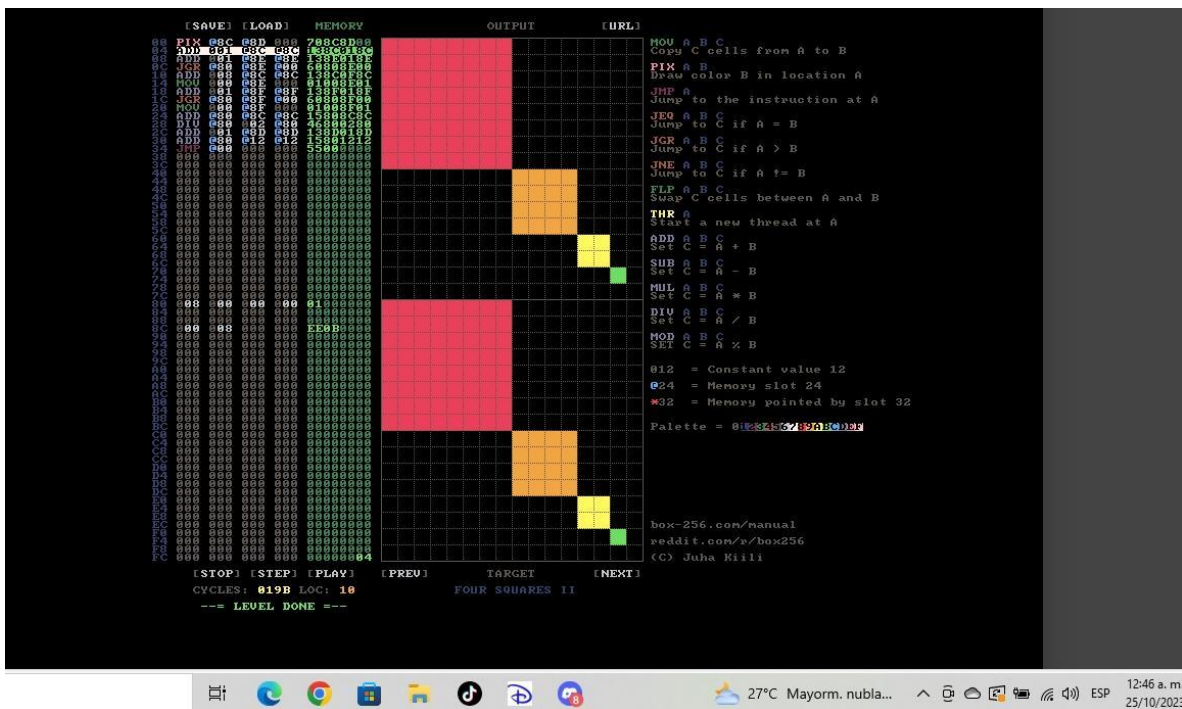
Ejercicio 4



Ejercicio 5



Ejercicio 6



Ejercicio 7

[SAVE] [LOAD] MEMORY OUTPUT [URL]

00 MOV A,B,C 718C3C00
01 ADD A,B,C 183C3C00
02 PIX A,B 183C3C00
03 JMP A 183C3C00
04 JEQ A,B,C 183C3C00
05 JGR A,B,C 183C3C00
06 JNE A,B,C 183C3C00
07 FLP A,B,C 183C3C00
08 THR A 183C3C00
09 ADD A,B,C 183C3C00
10 SUB A,B,C 183C3C00
11 MUL A,B,C 183C3C00
12 DIV A,B,C 183C3C00
13 MOD A,B,C 183C3C00
14 #12 = Constant value 12
15 #24 = Memory slot 24
16 #32 = Memory pointed by slot 32
17 Palette = 0; #12, #24, #32, #12, #24, #32
18 box-256.com/manual
19 reddit.com/r/box256
20 (C) Juha Kiili

[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 043D LOC: 12
--- LEVEL DONE ---

26°C Parc. nublado 12:55 a.m.
25/10/2023

Ejercicio 8

[SAVE] [LOAD] MEMORY OUTPUT [URL]

00 MOV A,B,C 708C3400
01 ADD A,B,C 183C3C00
02 PIX A,B 183C3C00
03 JMP A 183C3C00
04 JEQ A,B,C 183C3C00
05 JGR A,B,C 183C3C00
06 JNE A,B,C 183C3C00
07 FLP A,B,C 183C3C00
08 THR A 183C3C00
09 ADD A,B,C 183C3C00
10 SUB A,B,C 183C3C00
11 MUL A,B,C 183C3C00
12 DIV A,B,C 183C3C00
13 MOD A,B,C 183C3C00
14 #12 = Constant value 12
15 #24 = Memory slot 24
16 #32 = Memory pointed by slot 32
17 Palette = 0; #12, #24, #32, #12, #24, #32
18 box-256.com/manual
19 reddit.com/r/box256
20 (C) Juha Kiili

[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 0265 LOC: 0D
--- LEVEL DONE ---

26°C Parc. nublado 01:01 a.m.
25/10/2023

Ejercicio 9

The screenshot shows a Game Boy emulator interface. The main window displays a red Sierpinski triangle on a black background. The interface includes several panels:

- Memory Window:** Shows the current memory address and its contents. The address is 01E6, and the contents are 00000000.
- CPU Window:** Shows the current instruction and its operands. The instruction is MOV A, B, C.
- Graphics Window:** Displays the Sierpinski triangle.
- Console Window:** Shows the program's output, including the instruction MOV A, B, C and the text "Copy C cells from A to B".
- System Window:** Shows the system status, including the time (01:07 a.m.) and the date (25/10/2023).

The program is titled "SIERPINSKI" and is running on a Game Boy. The status bar at the bottom indicates "CYCLES: 01E6 LOC: 18" and "--- LEVEL DONE ---".

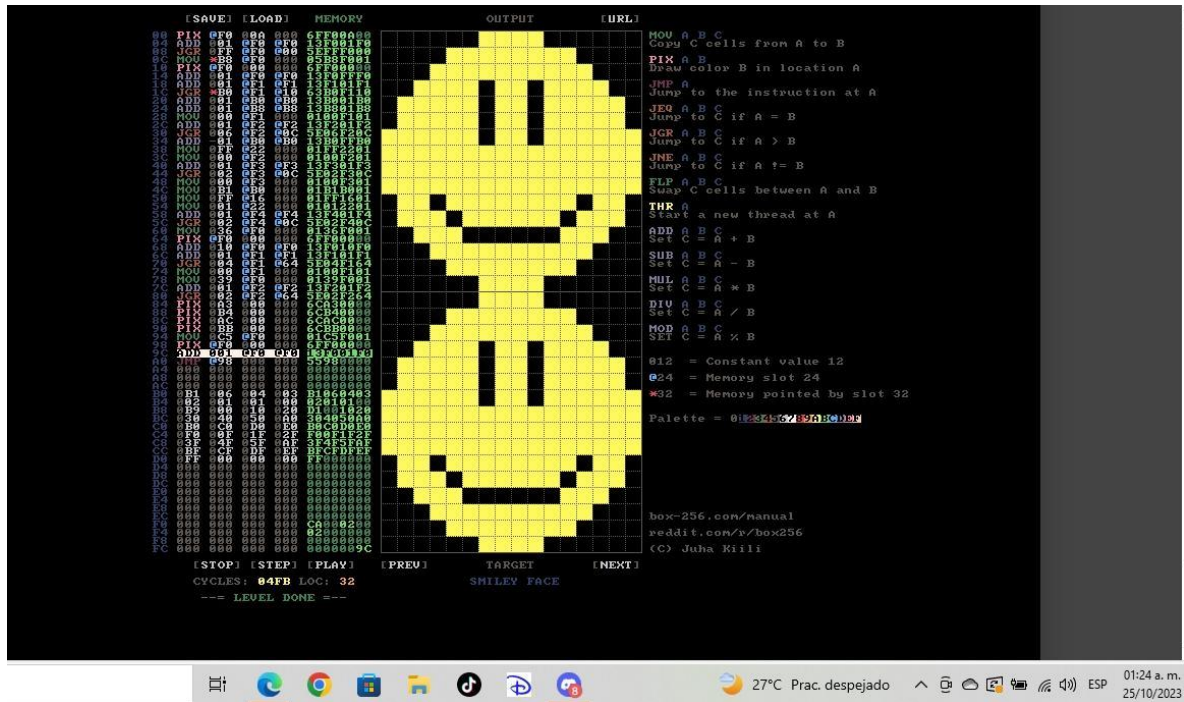
Ejercicio 10

The screenshot shows a Game Boy emulator interface. The main window displays a blue Sierpinski triangle on a black background. The interface includes several panels:

- Memory Window:** Shows the current memory address and its contents. The address is 03D2, and the contents are 00000000.
- CPU Window:** Shows the current instruction and its operands. The instruction is MOV A, B, C.
- Graphics Window:** Displays the blue Sierpinski triangle.
- Console Window:** Shows the program's output, including the instruction MOV A, B, C and the text "Copy C cells from A to B".
- System Window:** Shows the system status, including the time (01:14 a.m.) and the date (25/10/2023).

The program is titled "SIERPINSKI II" and is running on a Game Boy. The status bar at the bottom indicates "CYCLES: 03D2 LOC: 29" and "--- LEVEL DONE ---".

Ejercicio 11



Ejercicio 12

