The tables below show the current contents of the register file and of the scratch pad memory.

```
        .CSEG
        .ORG        0x29

label:  ADD     R1, R2        C=↑  C=0
        BRCS    label
        ST      R5, (R5)
        LD      R31, (R3)
        XOR     R30, ·R29    not zero
        BREQ    end:
        LD      R4, 0xFE
end:    ADD     R0, 0x00
```

Modify the register and scratch pad memory contents that result from executing the program.

	Register File				Scratch Pad Memory
0	0x04 0x04			0	0x23
1	0xF1 0x00 0x0F			1	0x11
2	0x0F			.	
3	0x00			16	0x1F
4	0x02 0x28			17	0x54 0x11
5	0x11			18	0x99
.				.	
29	0x98			253	0x0B
30	0x32 0xAA			254	0x28
31	0x98 0x23 0x00			255	0x54

Register File   Scratch Pad Memory

```
R30    0011 0010
R29    1001 100 0
       ──────────
       1 010 10 1 0
```