MOV R0, SW\_BASE

LDR R0, [R0]

LDR R2, [R0]

MOV R3, R2, LSL #1

MOV R1, LEDR\_BASE

LDR R1, [R1]

STR R3, [R1]

HALT

SW\_BASE:

.word 0x0140

LEDR\_BASE:

.word 0x0100