## Assembly programmer's model of a computer (All registers and memory locations are 4 bytes wide)

	Register bank			Stack		Data memory
R0	0xXFFFA	A1	0x1074	CALLER-Ir	0x007C	
R1		A2	_	CALLER-r4		
R2	0XFFFA	A3		0X0006		
R3	0X00000000	A4 -	0x1068		<b>1</b>	
R4		V1 -	0x1064		·	
R5		V2	0x1060			
R6		V3	0x105C			
R7		V4/WR				
R8		V5				
R9		V6/SB				
R10		V7/SL				
R11		V8/FP				
R12		IP :				
R13	0x00001073	SP :				
R14	0X0008	LR				
R15	0X0010	PC		<u> </u>		
		:				
CSPR		] :				
/						
		_				
0	0 0	0   :				
N = (	) Z=1 C=0	V = 0				
IN – (	J Z=1 C=0	V = 0				
IR		] :			0.000=	
		- 1	0 1000		0x000C	
MAR			0x1000	<u>[</u>	0x0008	
MDD		1 :			0x0004	0.0006
MDR		J			0x0000	0X0006
	Processor core			Memory	hierarchy	

COMMENTS: