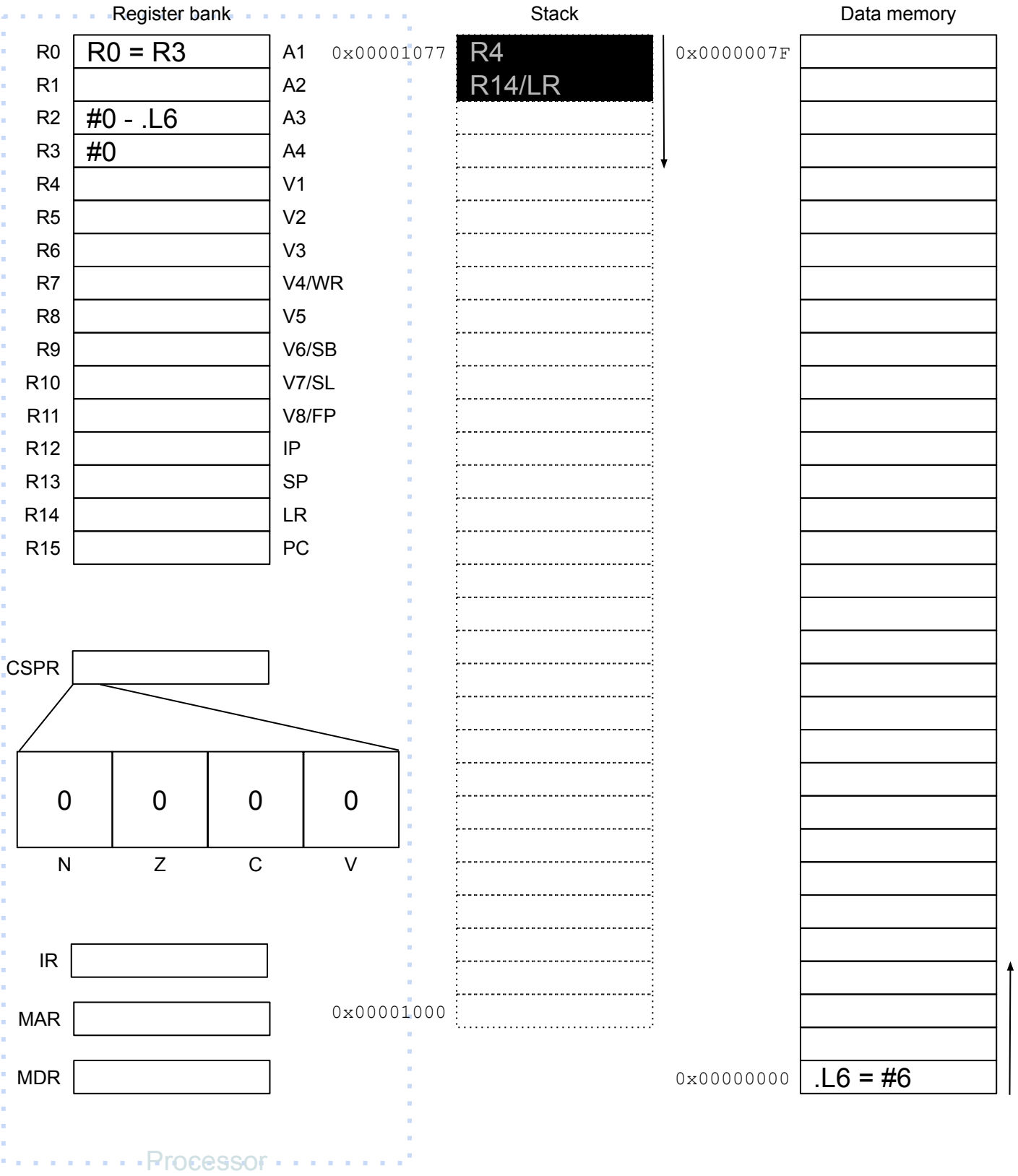
Assembler-level computer sketch

(All registers and memory locations are 4 bytes wide)



COMMENTS: