## Assembler-level computer sketch (All registers and memory locations are 4 bytes wide)

	- Register ba	ink		Stack		Data memory
R0	0x0006		<b>A1</b> 0x00001074	Caller-LR	0x000007F	
R1		<i>A</i>	<b>A</b> 2	Caller-R4		
R2		/	<b>A</b> 3	0x0006		
R3	0xFFFA		<b>\4</b>			
R4	Caller-R4	\	/1			
R5		\	/2			
R6		\	/3	:		
R7		\	/4/WR			
R8		\	/5			
R9		\	/6/SB			
R10		\	/7/SL			
R11		\	/8/FP			
R12			P			
R13	0x1068		SP			
R14	Caller-LR	l l	_R			
R15	0x0008	F	PC			
CSPR 7						
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MAR			0x00001000			
MDR					0x0000000	0x0006
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COMMENTS:

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