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1. One way to prevent the program from writing past the end of the table is to store the head of the table's address in a register, and store the end of the table's address in another register. Then every time you read in a line of input you can check if the program has reached the end of the table before storing the data. You would check this by using CR. If the condition code is set to 0, then you have reached the end of the table's storage and need to stop storing data.
   Example code:

```
…
            LA      2,TABLE             LOAD HEAD ADDRESS OF TABLE
            LA      3,TEND              LOAD END ADDRESS OF TABLE
            XREAD   BUFFER,80           PRIMING READ
            B       TCHECK              CHECK TO SEE IF AT END OF TABLE
RDLOOP      DS      0H
…                                       STORE DATA HERE
            XREAD   BUFFER,80           CONTINUE READING
TCHECK      CR      2,3                 CHECK TO SEE IF AT END OF TABLE
            BNZ     RDLOOP              IF NOT, CONTINUE STORING DATA
…
```

2. 340 bytes divided by 10 rows = 34 bytes per row. Since the first column of each row is 10 bytes of character data, 34 – 10 = 24 bytes remaining in each row. The remaining columns of each row is all fullwords, so 24 / 4 bytes = 6 fullwords in each row. That means each row is comprised of 10 bytes of character data and followed by 6 fullwords.
   My DSECT:

```
$TBLROW     DSECT
$TCHAR      DS      CL10        TABLE, 10 CHARACTER BYTES
$TFUL1      DS      F           TABLE, FULLWORD
$TFUL2      DS      F           TABLE, FULLWORD
$TFUL3      DS      F           TABLE, FULLWORD
$TFUL4      DS      F           TABLE, FULLWORD
$TFUL5      DS      F           TABLE, FULLWORD
$TFUL6      DS      F           TABLE, FULLWORD
```