

```

1 #include "simulator.h"
2
3
4 void show(void * memory, char * begin, char * end)
5 {
6
7     int offset = 0;
8     if(hex_to_dex(begin) <= hex_to_dex(end)-1)
9     {
10         if(hex_to_dex(begin) % 16 != 0)
11         {
12             printf("%04X ", hex_to_dex(begin));
13             for(int i = 0 ; i < (hex_to_dex(begin) % 16) ; i++)
14             {
15                 printf(" ");
16                 offset++;
17                 if(offset == 4 || offset == 8 || offset == 12)
18                 {
19                     printf(" ");
20                 }
21             }
22         }
23
24         for(int i = hex_to_dex(begin); i < hex_to_dex(end); i++)
25         {
26             if(i % 16 == 0)
27             {
28                 offset = 0;
29                 printf("%04X ", i);
30             }
31
32             if(*((char *) (memory+i)) == '.')
33             {
34                 printf("..");
35             }
36             else
37             {
38                 printf("%02X", *((uint8_t *) (memory+i)));
39             }
40
41             offset++;
42
43             if(offset == 4 || offset == 8 || offset == 12)
44             {
45                 printf(" ");
46             }
47
48             if(offset == 16)
49             {
50                 printf("\n");
51             }
52         }
53         offset = 0;
54         printf("\n");
55     }
56     else
57     {
58         printf("error %d\n", hex_to_dex(begin));
59     }
60 }

```