

## CPU - Program 1

After Program 1 is complete, the Display and ALU/Memory should look like the following.

## ALU/Memory

[illegible]

## Display

A 10x10 grid with x and y axes. The x-axis is labeled 'x' and ranges from 0 to 9. The y-axis is labeled 'y' and ranges from 0 to 9. Shaded cells are at (2,1), (3,1), (5,1), (6,1), (1,2), (4,2), (7,2), (1,3), (7,3), (1,4), (2,5), (4,6), (5,6), (4,7), and (6,8).