

LC3 Simulator - AddNums.obj

File Execute Simulate Help

Jump to: x3000

R0	x0000	0	R4	x0000	0	PC	x3009	12297
R1	x0018	24	R5	x0000	0	IR	x03FB	1019
R2	x310A	12554	R6	x0000	0	PSR	x8002	-32766
R3	x000F	15	R7	x0000	0	CC	Z	

x3000	0101001001100000	x5260	AND	R1, R1, #0
x3001	0101100100100000	x5920	AND	R4, R4, #0
x3002	0001100100101010	x192A	ADD	R4, R4, #10
x3003	1110010011111100	xE4FC	LEA	R2, x3100
x3004	0110011010000000	x6680	LDR	R3, R2, #0
x3005	0001010010100001	x14A1	ADD	R2, R2, #1
x3006	0001001001000011	x1243	ADD	R1, R1, R3
x3007	0001100100111111			R4, R4, #-1
x3008	0000001111111111			x3004
x3009	1111000000100000			HALT
x300A	0000000000000000			
x300B	0000000000000000			
x300C	0000000000000000			
x300D	0000000000000000			
x300E	0000000000000000			
x300F	0000000000000000			
x3010	0000000000000000			
x3011	0000000000000000	x0000	NOP	
x3012	0000000000000000	x0000	NOP	
x3013	0000000000000000	x0000	NOP	
x3014	0000000000000000	x0000	NOP	
x3015	0000000000000000	x0000	NOP	
x3016	0000000000000000	x0000	NOP	
x3017	0000000000000000	x0000	NOP	
x3018	0000000000000000	x0000	NOP	
x3019	0000000000000000	x0000	NOP	
x301A	0000000000000000	x0000	NOP	
x301B	0000000000000000	x0000	NOP	
x301C	0000000000000000	x0000	NOP	
x301D	0000000000000000	x0000	NOP	
x301E	0000000000000000	x0000	NOP	
x301F	0000000000000000	x0000	NOP	

Breakpoint Encountered

PC = x3009

OK

AddNums.obj 54 instructions executed Idle