## Initial state P1 Т т Z3 Bad Bad A[5] A[4] A[3] A[2] A[1] A[0] **FFR** т Grey squares correspond to values not on varible but in memory Iter #1: LDFF1D Z0.D, P1/Z, [Z3.D] Ρ1 Z3A[0]

## Bad Bad A[5] A[4] A[3] A[2] A[1]

Grev squares correspond to values not on varible but in memory

**FFR** 

(Data Manipulation)

Iter #2:	LDF	F10	<b>Z</b> 0	.D,	P1/2	Z, [Z	3.D	]
<b>D</b> 4								

Ρ1

73 Bad Bad A[5] A[4] A[3] A[2] A[1] A[0]

Grey squares correspond to values not on varible but in memory

**FFR** 

F

F