Encoding

**Stack Simulator:**

.text

0x01200000 PUSH

0x01200000 PUSH

0x04000000 MULT

0x01200001 PUSH

0x04000000 MULT

0x01200002 PUSH

0x01200000 PUSH

0x04000000 MULT

0x01200003 PUSH

0x03000000 ADD

0x03000000 ADD

0x02000000 POP

0x05000000 END

.data

0x00200000:3 X

0x00200001:7 A

0x00200002:5 B

0x00200003:4 C

**Accumulator Simulator:**

.text

0x01200000 LOAD

0x04200000 MULT

0x04200001 MULT

0x02300000 STORE

0x01200002 LOAD

0x04200000 MULT

0x02300001 STORE

0x01200003 LOAD

0x03300000 ADD

0x03300001 ADD

0x05000000 END

.data

0x00200000:3 X

0x00200001:7 A

0x00200002:5 B

0x00200003:4 C