

## HW1

```
LDA    ZERO    //a = 0
STA    ROW    //row = a
STA    COL    //col = a
STA    INDEX    //index = a
ROWL   LDA    ROW    //a = row
ADD    ONE    //a = a + 1
STA    ROW    //row = a
LDA    ZERO    //a = 0
STA    COL    //col = a
COLL   LDA    COL    //a = col
ADD    ONE    //a = a + 1
STA    COL    //col = a
MUL    ROW    //a = a * row
LDX    INDEX    //x = index
STA    ARRAY,X//array[x]
LDA    THREE    //a = 3
ADD    INDEX    //a = a + index
STA    INDEX    //index = a
LDA    COL    //a = col
COMP   NINE    //if a < 9,
JLT    COLL    //jump to COLL
LDA    ROW    //a = row
COMP   NINE    //if a < 9,
JLT    ROWL    //jump to ROWL

THREE   WORD   3
TEN      WORD  10
NINE     WORD   9
ZERO     WORD   0
ONE       WORD   1
ARRAY    RESW  81
INDEX    RESW   1
ROW       RESW   1
COL       RESW   1
TEMP     RESW   1
```