**1c.**

ldi zl, LOW(2\*Byte\_Array)

ldi zh, HIGH(2\*Byte\_Array)

clr r10

clr r11

clr r1

ldi r16, 4

Loop1:

lpm r0, z+

add r10, r0

adc r11, r1

dec r16

brne Loop1

**1d.**

ldi zl, LOW(2\*Word\_Array)

ldi zh, HIGH(2\*Word\_Array)

clr r0

clr r1

ldi r16, 2

loop2: lpm r24, z+

lpm r25, z+

add r0, r24

adc r1, r25

dec r16

brne loop2

**1f.**

ldi zl, LOW(2\*String1)

ldi zh, HIGH(2\*String1)

ldi r17, 0;

Loop2:

Inc r17;

lpm r16, z+

cpi r16, 0

brne Loop2

subi r17, 1;

**2a.**

Include m32def.inc

SER R17;

Out DDRB, r17;

ldi zl, low(2\*char1)

ldi zh, high(2\*char1)

lpm r16, z;

Out Portb, r16

loop1:

inc r16

out portb, r16

cpi , 0x5A ; compares with 'Z'

brne loop1

end: rjmp end

Char1:

.DB 'A'

**2b.**

ldi zl, low(2\*Array)

ldi zh, high(2\*Array)

ldi r18, 17;

clr r0

clr r1

loop1:

lpm r16, z+

lpm r17, z+

cpi r16, 100

cpc r17, 0

brlt skipadd; jump to skipadd if less than 100

add r0, r16;

adc r1, r17;

skipadd:

dec r18

cpi r18, 0

brne loop1;

Array:

.DB 573, 16, 8, 39, 8192, 483, 1602, 198, 2607, 215, 101, 33, 598, 63, 882, 100, 120