

set R0
set R1

Animate: No animation View: Script Format: Decimal

Slow Fast

ROM	Asm
120	
121	
122	
123	
124	
125	
126	
127	
128	
129	
130	
131	
132	
133	
134	
135	
136	
137	
138	
139	
140	
141	
142	
143	
144	
145	
146	
147	
148	

PC 134

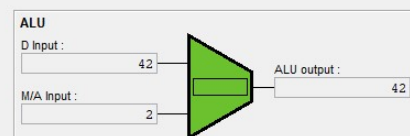
RAM	
0	6
1	7
2	42
3	0
4	0
5	0
6	0
7	0
8	0
9	0
10	0
11	0
12	0
13	0
14	0
15	0
16	42
17	7
18	0
19	0
20	0
21	0
22	0
23	0
24	0
25	0
26	0
27	0
28	0

A 2

```
}
set RAM[0] 2, // Restores R0 and R1 in case the program changed them
set RAM[1] 4,
output;

set PC 0,
set RAM[0] 6, // Sets R0 and R1 to some input values
set RAM[1] 7,
set RAM[2] -1; // Ensures that the program initialized R2 to 0
repeat 210 {
    ticktock;
}
set RAM[0] 6, // Restores R0 and R1 in case the program changed them
set RAM[1] 7,
output;
```

D 42



End of script - Comparison ended successfully