

output; Animate: No animation View: Script Format: Decimal

| ROM | Asm    |
|-----|--------|
| 20  | @i6    |
| 21  | M=D    |
| 22  | @i6384 |
| 23  | D=A    |
| 24  | @i6    |
| 25  | M=D+M  |
| 26  | @0     |
| 27  | D=M    |
| 28  | @i6    |
| 29  | A=M    |
| 30  | M=D    |
| 31  | @1     |
| 32  | D=M-1  |
| 33  | M=D    |
| 34  | @i8    |
| 35  | D;JGE  |
| 36  | @0     |
| 37  | O;JMP  |
| 38  |        |
| 39  |        |
| 40  |        |
| 41  |        |
| 42  |        |
| 43  |        |
| 44  |        |
| 45  |        |
| 46  |        |
| 47  |        |
| 48  |        |

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| RAM |       |
|-----|-------|
| 0   | 0     |
| 1   | 5382  |
| 2   | 0     |
| 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  | 21767 |
| 17  | 0     |
| 18  | 0     |
| 19  | 0     |
| 20  | 0     |
| 21  | 0     |
| 22  | 0     |
| 23  | 0     |
| 24  | 0     |
| 25  | 0     |
| 26  | 0     |
| 27  | 0     |
| 28  | 0     |

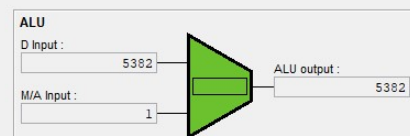
A 1

```
ticktock;
}
output;           // tests that the screen is white

set RAM[24576] 1, // a keyboard key is pressed
repeat 1000000 {
    ticktock;
}
output;           // tests that the screen is black

set RAM[24576] 0, // the keyboard is untouched
repeat 1000000 {
    ticktock;
}
output;           // tests that the screen is white
```

D 5382



End of script - Comparison ended successfully