

## //Program 2, Audio

rom[16'd42]=16'b10000_001_0000_0001;	//movih r1,
rom[16'd43]=16'b01111_001_1000_0000;	//movil r1: r1<=384
rom[16'd44]=16'b01110_001_000_00000;	//mov r0, r1
rom[16'd45]=16'b10000_010_0000_0010;	//movih r2,
rom[16'd46]=16'b01111_010_0000_0000;	//movil r2: r2<=512
//The loop starts here	
rom[16'd47]=16'b10011_000_111_00000;	//load r7<=M[r0]
rom[16'd48]=16'b00100_000_0000_0001;	//addi r0, 1: r0=r0+1
rom[16'd49]=16'b00101_010_000_00000;	//cmp r2, r0
rom[16'd50]=16'b11011_100_000_00100;	//jrnz PC-4
//The loop ends here	
rom[16'd51]=16'b10011_111_000_00000;	//load r7<=M[r0]
rom[16'd52]=16'b11111_000_000_00000;	//hlt