

33

schematic:

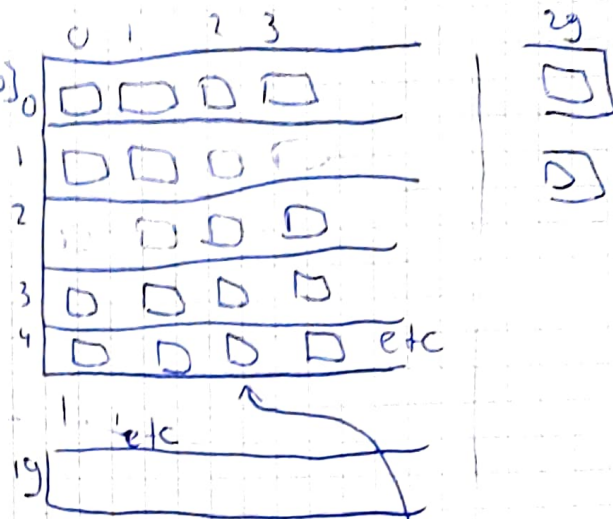
 $[3][2]$

3 a)

array{20}{30}

every array element
holds a unit of 30 bits

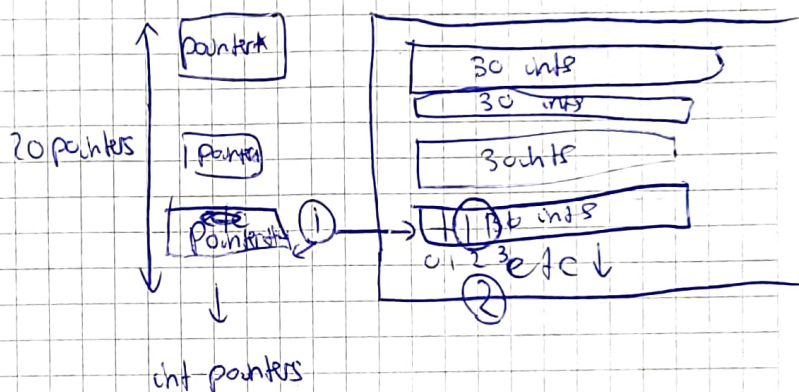
① first to array[3]



② then from here to the (2) element of this unit

6

Schematic:



access correct array $[3][2]$ using this pointer array
So first select ① $[3]$
then $[2]$ as shown in picture
at ②



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