Initialize Booth's Algorithm for the multiplication of -3 (M) and 52 (Q)
Then, give the states for the values below at the end of each iteration of the algorithm's loop

You may not need all of the fields provided
You may use at most 8 bits to represent binary values
Make sure to be consistent with the number of bits in each of the three registers

| M | A | Q | β | Count |
|---|---|---|---|---|
| 1111101 | 0000000 | 0110100 | 0 | 7 |
| | | | | |
| 1111110 | 0000000 | 0011010 | 0 | 6 |
| 1111101 | 0000000 | 0001101 | 0 | 5 |
| 1111101 | 0000001 | 1000110 | 1 | 4 |
| 1111101 | 1111111 | 0100011 | 0 | 3 |
| 1111101 | 0000001 | 0010001 | 1 | 2 |
| 1111101 | 0000000 | 1001000 | 1 | 1 |
| 1111101 | 1111110 | 1100100 | 0 | 0 |
| | | | | |

| OK | Cancel |
|---|---|