Sect 8.6 P1-2 Sect 9.4 P1-5

8.6 Programming Exercises:

- 1. Used "i r" command and gdb stuff'
- 2. wye += *ptr;
 - a. sp is 0xbefff1c0
 - b. 1 less than the input integer
 - c. 0x1048c 0x10498

9.4 Programming Exercises

- 1. Octal
- $\ensuremath{\text{2}}$ 5. Calling ASM functions from C that returns an integer or character