

Paper Computer – Answer Key & Sample Programs

Use this as a companion to the workshop worksheet: two sample programs + an answer key explaining each step + a filled-in worksheet example.

Sample Program 1: Add Two Numbers (Input A → Sum → Output A)

What it does: You enter two whole numbers (A and B). The computer adds them and prints “SUM IS” and the result.

Demo inputs: A = 7, B = 5 → output should be 12.

SS	Instruction / Data
00	ENIA, 95 ; enter A
01	ENIA, 96 ; enter B
02	LDRA, 95 ; A → Register A
03	ADDA, 96 ; Register A = A + B
04	STRA, 99 ; store result
05	PROA, 10 ; print label
06	PROA, 99 ; print result
07	STOP, 07 ; stop
10	SUM IS ; text

Answer Key (Program 1)

- 00–01: Enter A and B using Input A; store them in memory (95 and 96).
- 02: Load A into Register A.
- 03: Add B (from 96) to Register A.
- 04: Store the sum into 99 (so it can be printed).
- 05–06: Print the label then the number on Output A.
- 07: Stop.

Expected Output A (example)

SUM IS

12

Sample Program 2: Jump Switch Greeting (IF Jump Switch A = 1)

What it does: If Jump Switch A is set to 1, it prints “HELLO”. Otherwise it prints “HI”.

Why it’s great: It demonstrates configuration flags and branching (the origin of *if/else*).

SS	Instruction / Data
00	JJA1, 04 ; if Jump Switch A == 1, jump to 04
01	PROA, 10 ; print HI
02	STOP, 02 ; stop
04	PROA, 11 ; print HELLO
05	STOP, 05 ; stop
10	HI ; text
11	HELLO ; text

Answer Key (Program 2)

- Set Jump Switch A before you start: A=0 prints HI; A=1 prints HELLO.
- 00: The jump instruction checks Jump Switch A. If it's 1, the Program Step Indicator becomes 04.
- 01–02: If A was 0, the program falls through and prints HI, then stops.
- 04–05: If A was 1, the computer jumps to 04, prints HELLO, then stops.

Expected Output A

HI (if A=0)

HELLO (if A=1)

Filled Worksheet Example (matches Sample Program 1)

Goal: Add two numbers and print the sum.

Inputs: Two numbers from Input A (A and B).

Line	Write this on the worksheet
00	ENIA, 95 (Enter A)
01	ENIA, 96 (Enter B)
02	LDRA, 95
03	ADDA, 96
04	STRA, 99
05	PROA, 10 (SUM IS)
06	PROA, 99 (result)
STOP	STOP, 07
Data	10 = SUM IS

Quick facilitation tip: Ask participants to predict the value in Register A after step 03, then check it together.