(FILL) Fills each pixel with black when a key is pressed

If KBD=0 (No key pressed), jump to CLEAR

If the last pixel is filled, jump to CLEAR to keep FILL from going past the last pixel

Declare an incrementer for the Screen location to move on to next register

Set Screen register to -1 (All 1's in 16 bit) to fill pixels

Increment the incrementer by 1 so FILL fills next Screen register on the next loop

Force a jump to beginning of FILL

(CLEAR) Clears filled pixels starting from the last filled pixel going backwards

If KBD=/=0 (Key is pressed), jump to FILL

If first pixel is already cleared, jump to FILL to keep CLEAR from clearing other addresses

Set value at SCREEN register to 0 to clear

Decrement inc by 1 so CLEAR will move to the previous register

Force a jump back to beginning of CLEAR