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CS 481 HW7

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1. a
2. 1 byte to load, 1 byte for the command.
3. 2 bytes for the load, 2 bytes for the store
4. 4 bytes to load, 4 bytes to push on to stack
5. iconst\_, 0, 1, 2, 3, 4, 5
6. dcont\_ 0.0, 1.0
7. new, bb
8. big endian