

- 8. 65, it points to the lower case 'e' on the ascii table
- 9. "Hallo World!", ascii value changed to lower case 'a'
- 10. Memory resets when you reload (doesn't save altered code)
- 11. Stop does not reset the memory like reload does, instead it re-executes it
- 12. change the ascii value in 0005h from 20 to 24