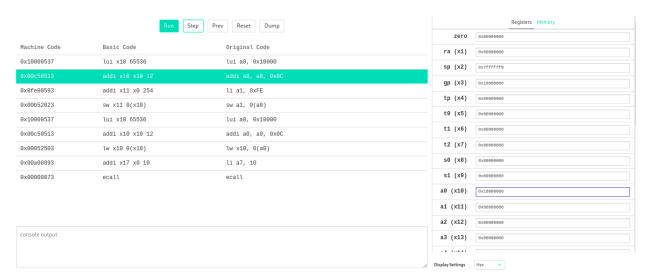
# CÓDIGO:

```
1 .data
       valor: .word 0xFE
 3
 4 .text
 5 main:
 7
      # Escrever o valor 0xFE no endereço de memória 0x1000000C
 8
      lui a0, 0x10000
 9
       addi a0, a0, 0x0C
10
      li a1, 0xFE
11
      sw a1, 0(a0)
12
13
      # Ler o valor do endereço de memória 0x1000000C e escrever no registrador x10
      lui a0, 0x10000
14
15
       addi a0, a0, 0x0C
16
      lw x10, 0(a0)
17
18
       # Terminar o programa
19
      li a7, 10
20
       ecall
21
```

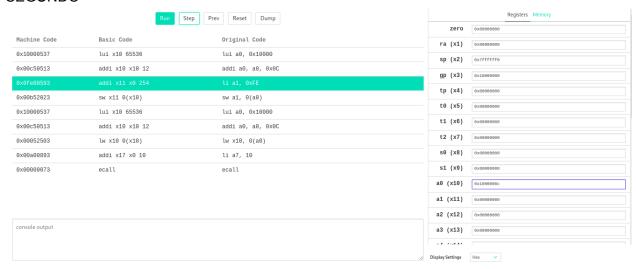
# INÍCIO

	Run	Step Prev Reset Dump	Registers Memory
			Zero 8x8080808
Machine Code	Basic Code	Original Code	ra (x1) 0x80808088
0x10000537			sp (x2) 0x7fffff6
0x00c50513	addi x10 x10 12	addi a0, a0, 0x0C	
0x0fe00593	addi x11 x0 254	li a1, 0xFE	31 ( )
0x00b52023	sw x11 0(x10)	sw a1, 0(a0)	tp (x4)
0×10000537	lui x10 65536	lui a0, 0x10000	t0 (x5) 0x80080808
0x00c50513	addi x10 x10 12	addi a0, a0, 0x0C	t1 (x6) 0x0000000
0x00052503	lw x10 0(x10)	lw x10, 0(a0)	t2 (x7) 0x80808080
0x00a00893	addi x17 x0 10	li a7, 10	s0 (x8) 0x90000000
0x00000073	ecall	ecall	s1 (x9) 0x80808088
			аθ (х10) Охооооооо
			a1 (x11) 0x90000000
			а2 (х12) ехоононня
console output			a3 (x13) 0x00000000
			= A Ford AS
			∠ Display Settings Hex ✓

### **PRIMEIRO**



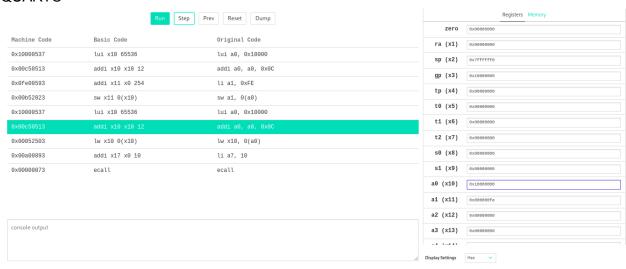
#### **SEGUNDO**



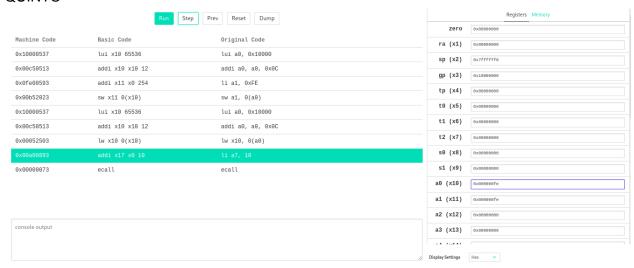
## **TERCEIRO**



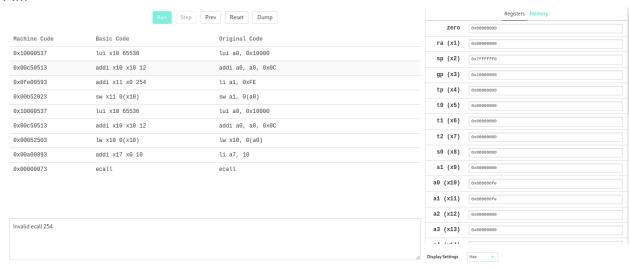
#### **QUARTO**



### **QUINTO**



#### FIM



## **MEMÓRIA**

