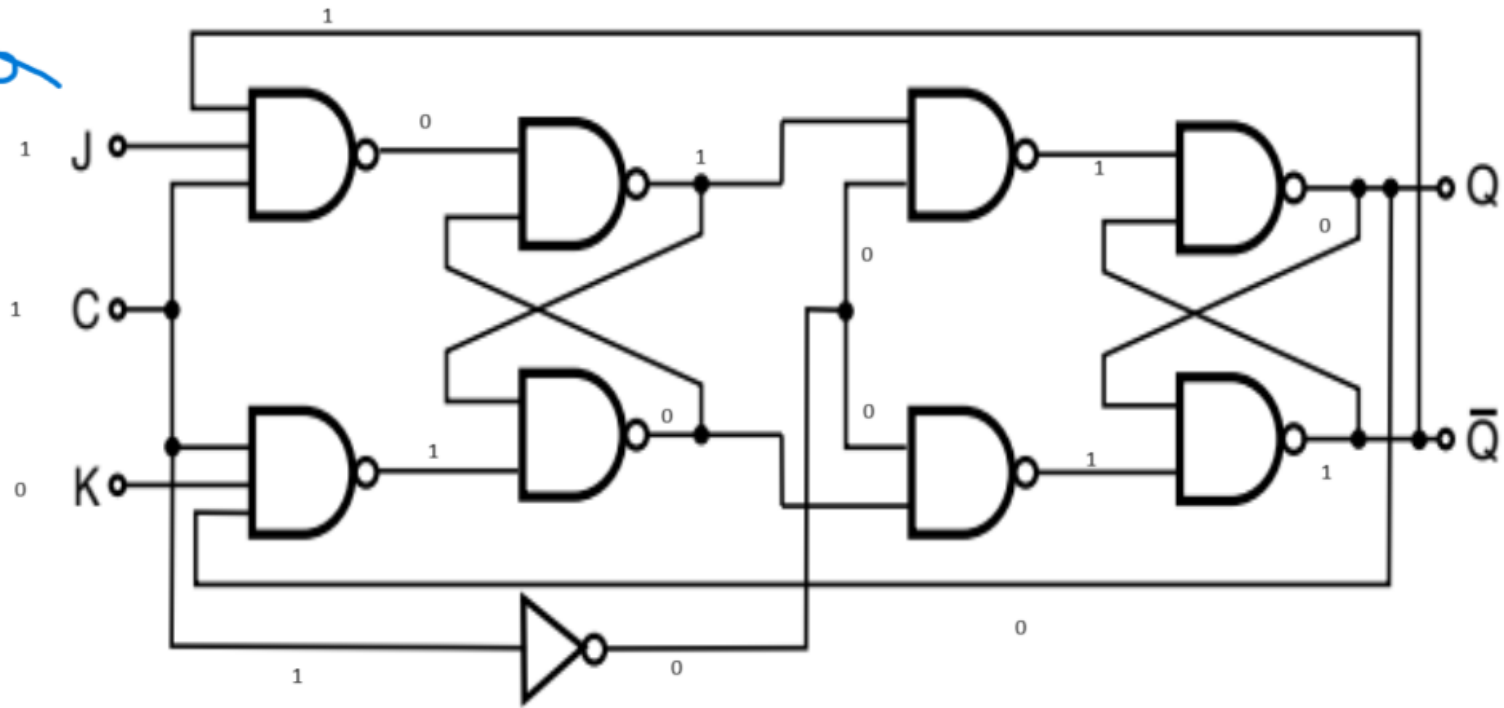
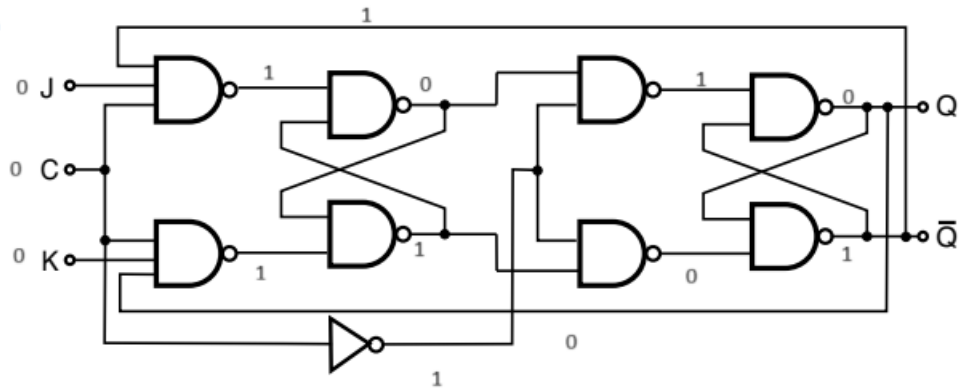


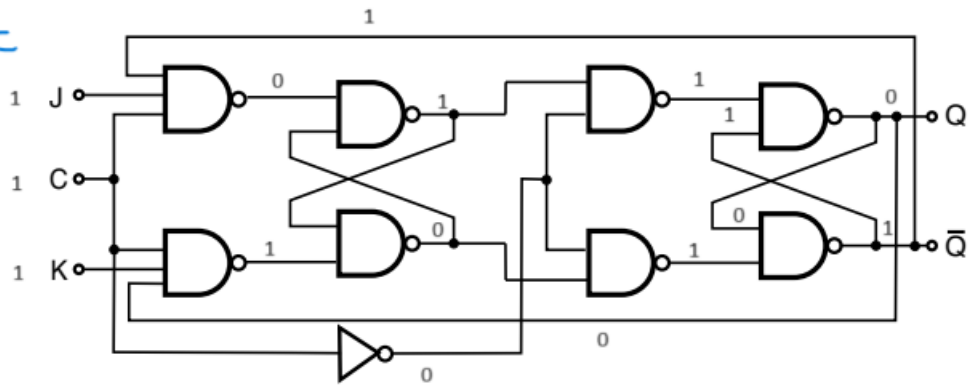
1a



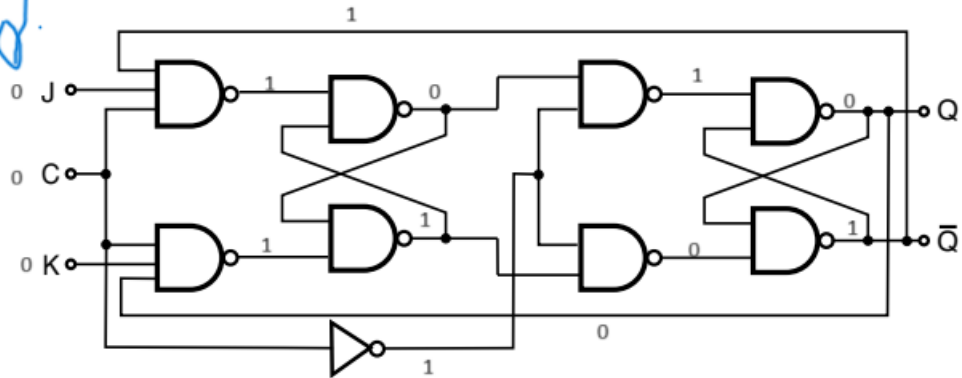
1b



1c



2d.



Name: Flori Kusari

Problem Sheet #10

Date: 17/11/2023

10.1 was submitted as a picture PDF for visual representation purposes

② ⑤

0	2e	00 101 110	Load 14	Load the value of memory location 14 into the accumulator
1	b0	101 10000	Equal #0	Skip instruction if Accumulator = 0.
2	d4	110 10100	Jump #4	Jump to instruction 4 (Set program counter to 4)
3	e0	111 00000	HALT	Stop execution
4	2f	00 101 111	Load 15	Load the value of memory location 15 into the accumulator
5	6f	01 10 11 11	Add 15	Add the value of memory location 15 into the accumulator
6	4f	0100 11 11	Store 15	Store the value of the accumulator in memory 15
7	2e	00 101 110	Load 14	Load the value of memory location 14 into the accumulator
8	91	100 10001	Subtract #1	Subtract the value of 1 from the accumulator
9	4e	01 00 11 10	Store 14	Store the value of the accumulator in memory 14
10	cb	1100 10 11	Jump 11	Jump to instruction 11
11	00	00000000	/	/
12	00	00000000	/	/
13	00	00000000	/	/
14	06	00000110	/	/
15	01	00000001	/	/

© The value is left at $0x01$ and the value stored is "1"

~~©~~ The program performs arithmetic operations on values in memory so the final result is left at memory cell 15. The specific value left is dependent on 2 things: 1. The Initial Values
2. Execution Flow of The Program

①

The value ~~is~~ ~~the~~ would be the same

because the value result isn't that dependent on value stored at [14] index. memory **RESULT = $0x01$**

THE END