



Z

☐

S

☐

P

☐

C

☐

AC

☐

Your code has been compiled and loaded to memory location 0x0800. Now you need to execute it to see the results.



Load at 0x0800

main.asm

```
1 LDA 2500
2 MOV A, B
3 LDA 2502
4 ADD B
5 STA 2504
6 HLT
```

If the 65536 is visible to 8085, you can edit them.

[Next](#)

Memory View



0x	2500																
		0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
250		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
251		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
252		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
253		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
254		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
255		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
256		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
257		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
258		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
259		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
25A		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
25B		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
25C		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
25D		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
25E		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00
25F		00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00

Start Address at: 0x 2200

Assembler Output

1	3A c4 09	LDA 2500
2	78	MOV A, B
3	3A c6 09	LDA 2502
4	80	ADD B
5	32 c8 09	STA 2504
6	76	HLT