Instruction	RTL	Registers							Memory			
		A	B	C	PC	IR	MAR	MBR	14 (Q)	15 (R)	16 (S)	17 (T)
Initial	-	??	??	??	00	21	??	??	3A	19	FD	00
LOAD S (21)	MAR ← S MBR ← M[MAR] A ← MBR PC ← PC + 2 IR ← M[PC]	**FD**	??	??	**02**	**10**	**16**	**FD**	3A	19	FD	00
MOV C, A (10)	C ← A PC ← PC + 2 IR ← M[PC]	FD	??	**FD**	**04**	**21**	16	FD	3A	19	FD	00
LOAD R (21)	MAR ← R MBR ← M[MAR] A ← MBR PC ← PC + 2 IR ← M[PC]	**19**	??	FD	**06**	**10**	**15**	**19**	3A	19	FD	00
MOV B, A (10)	B ← A PC ← PC + 2 IR ← M[PC]	19	**19**	FD	**08**	**21**	15	19	3A	19	FD	00
LOAD Q (21)	MAR ← Q MBR ← M[MAR] A ← MBR PC ← PC + 2 IR ← M[PC]	**3A**	19	FD	**0A**	**50**	**14**	**3A**	3A	19	FD	00
SUB A, B (50)	A ← A - B PC ← PC + 2 IR ← M[PC]	**21**	19	FD	**0C**	**40**	14	3A	3A	19	FD	00
ADD A, C (40)	A ← A + C PC ← PC + 2 IR ← M[PC]	**1E**	19	FD	**0E**	**31**	14	3A	3A	19	FD	00

STORE T (31)	MAR ← T MBR ← A M[MAR] ← MBR PC ← PC + 2 IR ← M[PC]	1E	19	FD	**10**	**??**	**17**	**1E**	3A	19	FD	**1E**

For each instruction in the program, above, fill out the entire row of register and memory values after that instruction executes. Highlight in **bold** and/or red any values that have changed because of this current instruction.