The value of Multiplier A is set by SW The program goes into 3rd Pause state 10'b 00 0010 0011 (16'h0023) (16'd35) Switches are set to 10'b 00 0011 0001 $A \times B$ result is displayed on HEX Units (16'h0031) to jump to the start address Wait for Continue to be triggered to The value of Multiplicand B is set by SW x0031 of the Multiplication Test program 10'b 00 0000 1010 (16'h000A) (16'd10) start another Multiplication Test Switches are first set Trigger Continue to go Trigger Continue to go Trigger Continue to go into the 2nd Pause state into the 3rd Pause state back to the 1st Pause state to 10'b 00 0000 0000 Reset the entire SLC-3 processor The program goes into 1st Pause state Final result of $A \times B$ All registers are cleared Wait for user to set the value of Multiplier from SW $= 35 \times 10 = 16' d350$ FSM is set to Halted state Wait for Continue to be triggered = 16'h015EThe program goes into 2nd Pause state Wait for user to set the value of Multiplicand from SW Wait for Continue to be triggered to start Execution Cursor 1