D

0
    } Traps
1

2 — I/O

3

4 } share

5

6
    } op
7

A

0 — Scrap

1 — scrap (op/jump tables)

2 — good buffer (output)

3 — load buffer

4 — Shared An

5 — start Address

6 — End Address

MOVE.B 'm', $(A_9)+$

I/O
_start/end address
-7000 → A_5
→ Use trap to print out A_2
=7004 → A_6

OP
- read in at 7000
- figure out $2\bar{E}\,38$
- one MOVE.L is done, send to $\bar{E}A$

$\bar{E}A$
- figure out $\bar{E}A$
- Add char ASCII into A_2
- once done return all subroutines to go back to I/O