

;Load Address x3000 0011 0000 0000 0000 ;Initialization 1110 001 **0 1111 1111** R1 = x3100 Pointer:R3 = 0 Accumulator 0101 011 011 1 00000 0101 010 010 1 00000 0001 010 010 1 01100 ;R2 = 12 Loop Counter ;Loop starts here 0000 010 0 0000 0101 ;Exit if Loop Counter is 0 ;R4 = Mem[R1] Next Number 0110 100 001 00 0000 0001 011 011 0 00 100 R3 = R3 + R4 Accumulate 0001 001 001 1 00001 R1 = R1 + 1 Advance Pointer 0001 010 010 1 11111 ;R2 = R2 - 1 Decrement Counter 0000 111 1 1111 1010 ;goto Loop ;Loop exits here **1111 0000 0010 0101** ;Halt