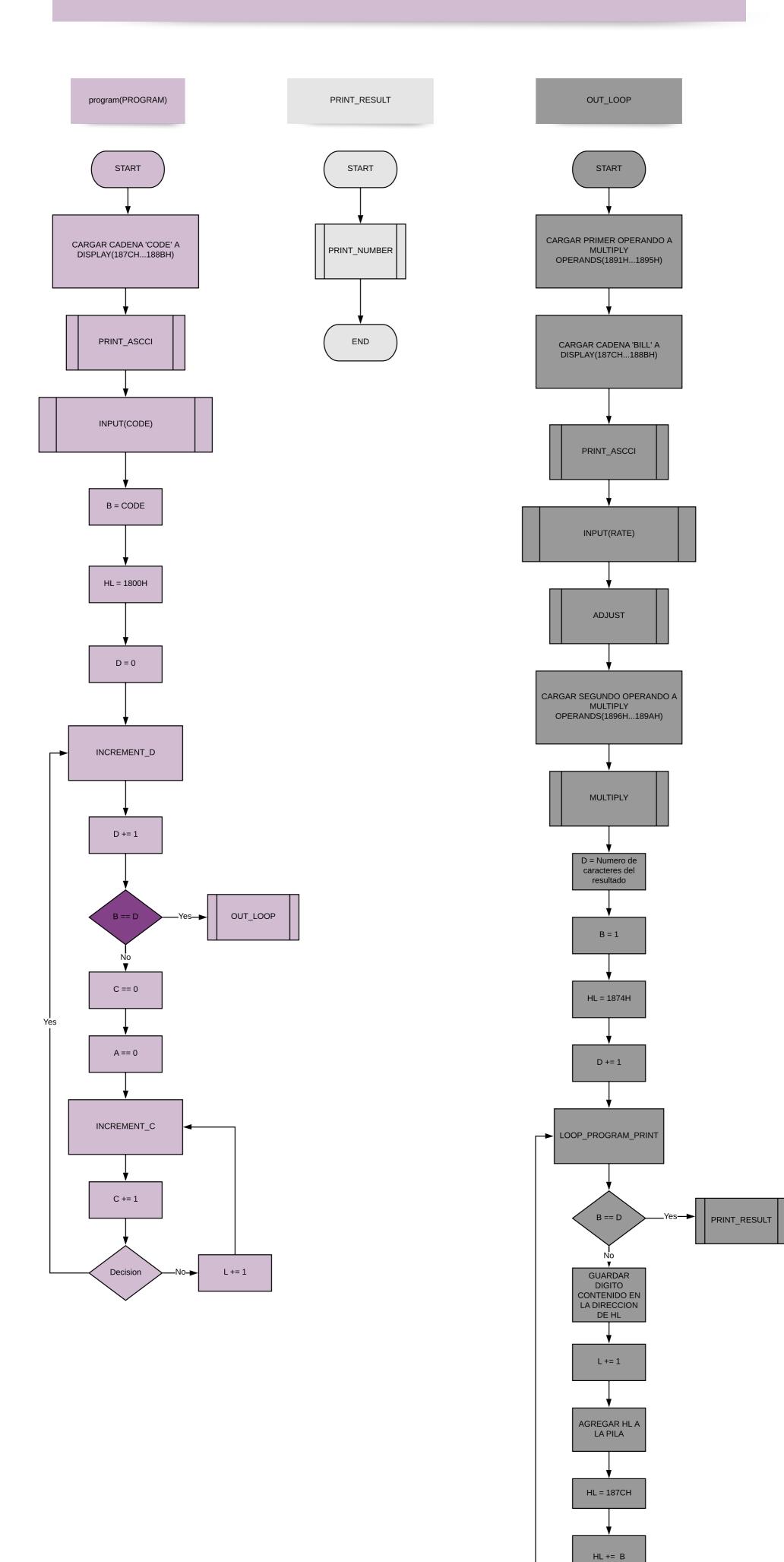
## **PROGRAM ROUTINE**



CARGAR DIGITO EN LA DIRECCION HL (DISPLAY)

SACAR HL DE LA PILA

HL += B