### What bit pattern will be in register 4 when the machine halts?

B. C0

### What bit pattern will be in the program counter when the machine halts?

B. 06

What bit pattern will be in memory location 03 when the machine halts?

A. C0

What value will be in the program counter when the machine halts?

C. 05

What bit pattern will be in register A when the machine halts?

D. 06

What bit pattern will be in memory address (cell) 00 when the machine halts?

D. 06

What bit pattern will be in register C when the machine halts?

B. 03

The op-code shows which operations the instructions are requesting. The store type puts the register pattern in a memory cell. Load puts the memory pattern in a register. There are also add, and, or, exclusive or, rotate, jump, and halt. The op-code is formatted 1 – C. The operand field provides further details including the register that contains the data or values. In example 2B5A, the op-code would be 2 (load) and the operand is B5A loading register B with bit pattern 5A. In example 35A1, the op-code would be 3 (store) and the operand is 5A1 storing register 5’s bit pattern in memory cell A1.