

ICS Hw6

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8.2

We just need to move the pointer instead of really **removal** of the element when popping, that is more efficient.

8.8

1. AF
2. PUSH J
3. AFM

7.30

```
ST R0, 0, R1
ADD R6, R6, #-1
ST R1, SAVER
ADD R5, R5, #1
```