16 bit subtraction

**LDA 0000**

**MOV B,A**

**LDA 0001**

**MOV C,A**

**LDA 0002**

**MOV D,A**

**LDA 0003**

**SUB C**

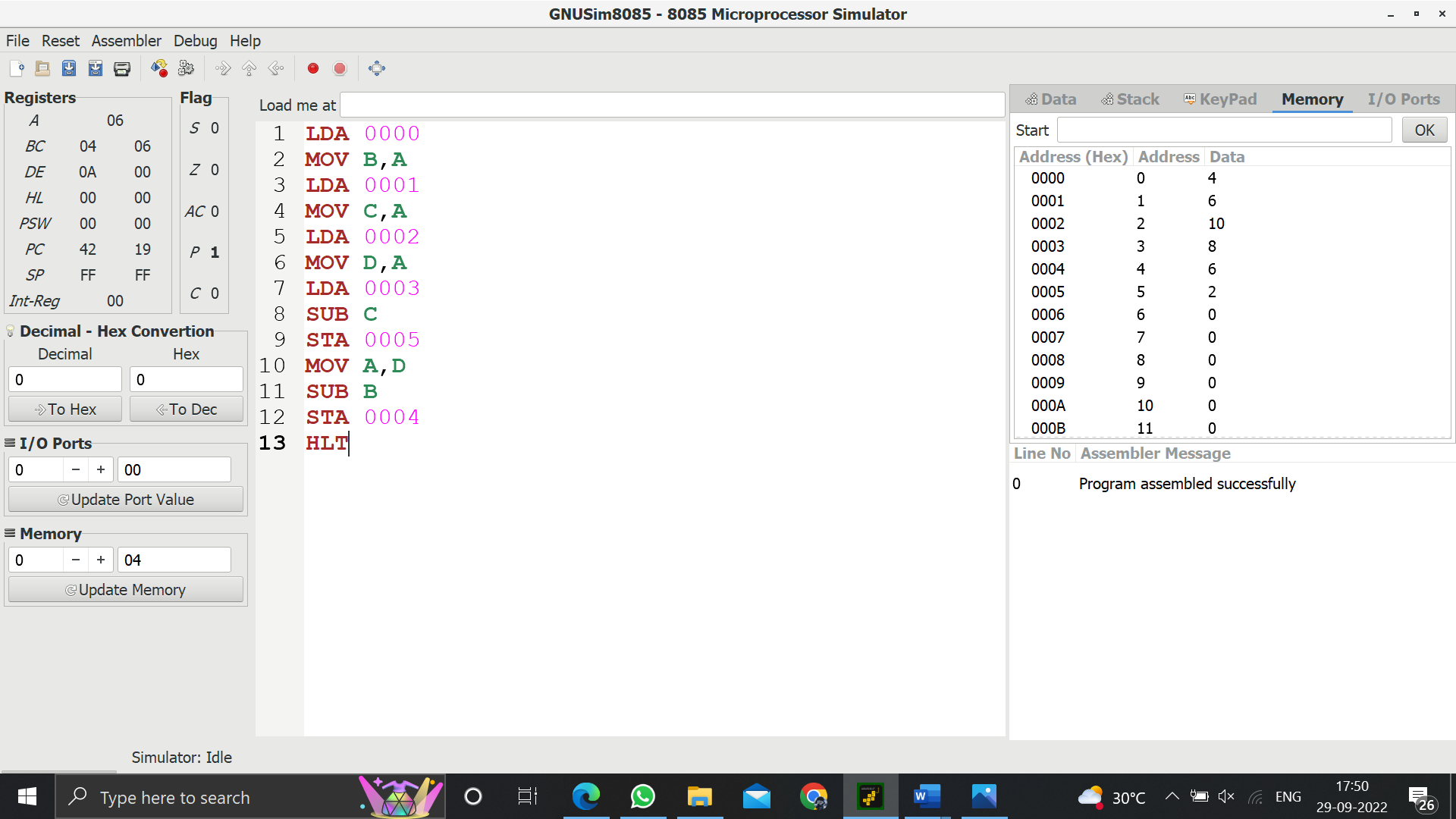
**STA 0005**

**MOV A,D**

**SUB B**

**STA 0004**

**HLT**

****