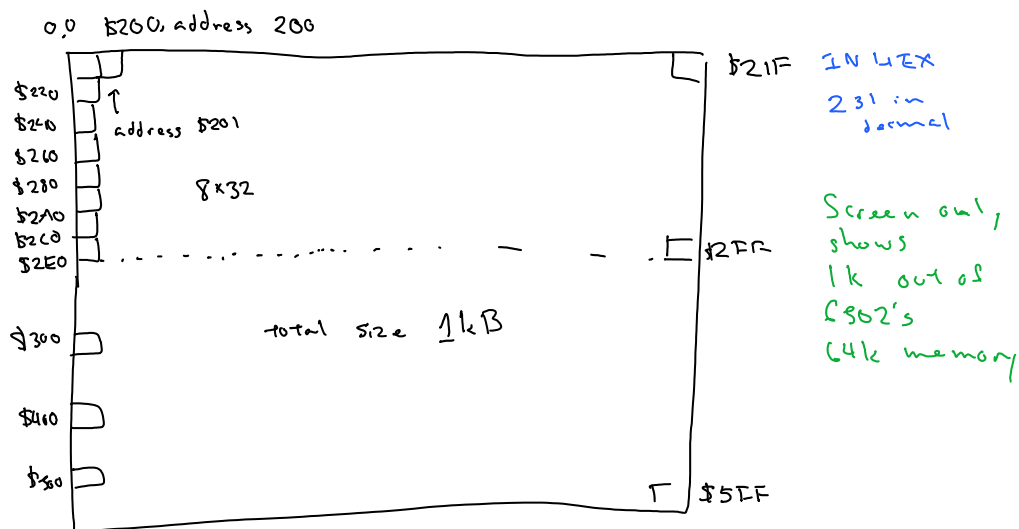


# Lecture 12

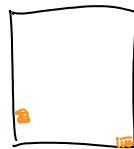
Wednesday, September 30, 2015 10:11

32 by 32 pixel screen

Assemble, then run



LDA #8 ← orange color  
 STA \$0500 ← memory address  
 LDA #88 ← orange  
 STA \$05FF ← memory address



LDA #8  
 ↑ literally put the number 8 in the acc.

STA \$0200  
 ↑ absolute address

STA \$20  
 ↑ uses zero page addressing  
 assembler uses 85 instruction

STA \$0500 ← 8d 00 05  
 3 parameters, longer instruction  
 absolute addressing

up to assembler  
 to choose  
 absolute addressing  
 or zero paging

FILL THE SCREEN W/ ORANGE

LDX #\$0  
 LDX #\$0  
 loop:

INX  
 BNE loop  
 increments X

LDA #\$0  
 LDX #\$0  
 Loop:  
 STA \$200, X  
 STA \$300, X  
 STA \$400, X  
 STA \$500, X  
 INX  
 BNE loop

Can code Snake in the JS simulator on the  
the 6502