

SlowFast

Animate:

No animation

View:


Scr...

Format:

D...

ROM

...



80 @3

81 M=D

82 @14

83 AM=M-1

84 D=M

85 @2

86 M=D

87 @14

88 AM=M-1

89 D=M

90 @1

91 M=D

92 @13

93 A=M

94 0; JMP

95 @0

96 A=M

97 M=D

98 @1

99 D=M

100 @0

101 AM=M+1

102 M=D

103 @2

104 D=M

105 @0

106 AM=M+1


107 M=D

108 @3

PC

102

RAM



132 0

133 0

134 0

135 0

136 0

137 0

138 0

139 0

140 0

141 0

142 0

143 0

144 0

145 0

146 266

147 261

148 0

149 2048

150 27172

151 150

152 145

153 0

154 2048

155 0

156 0

157 3919

158 155

159 150


160 0

A

146

Game Over

Score: 1



D

155

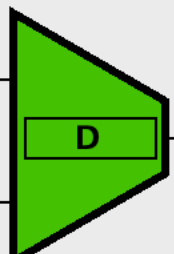
ALU

D Input :

155

M/A Input :

146



ALU output :

155

Running...