Universidad del Caribe

2000 CANCUN, QUINTANA ROO, MÉXICO

CONOCIMIENTO Y CULTURA PARA EL DESARROLLO HUMANO

Rodrigo Oropeza Estrada

4to semestre

190300432

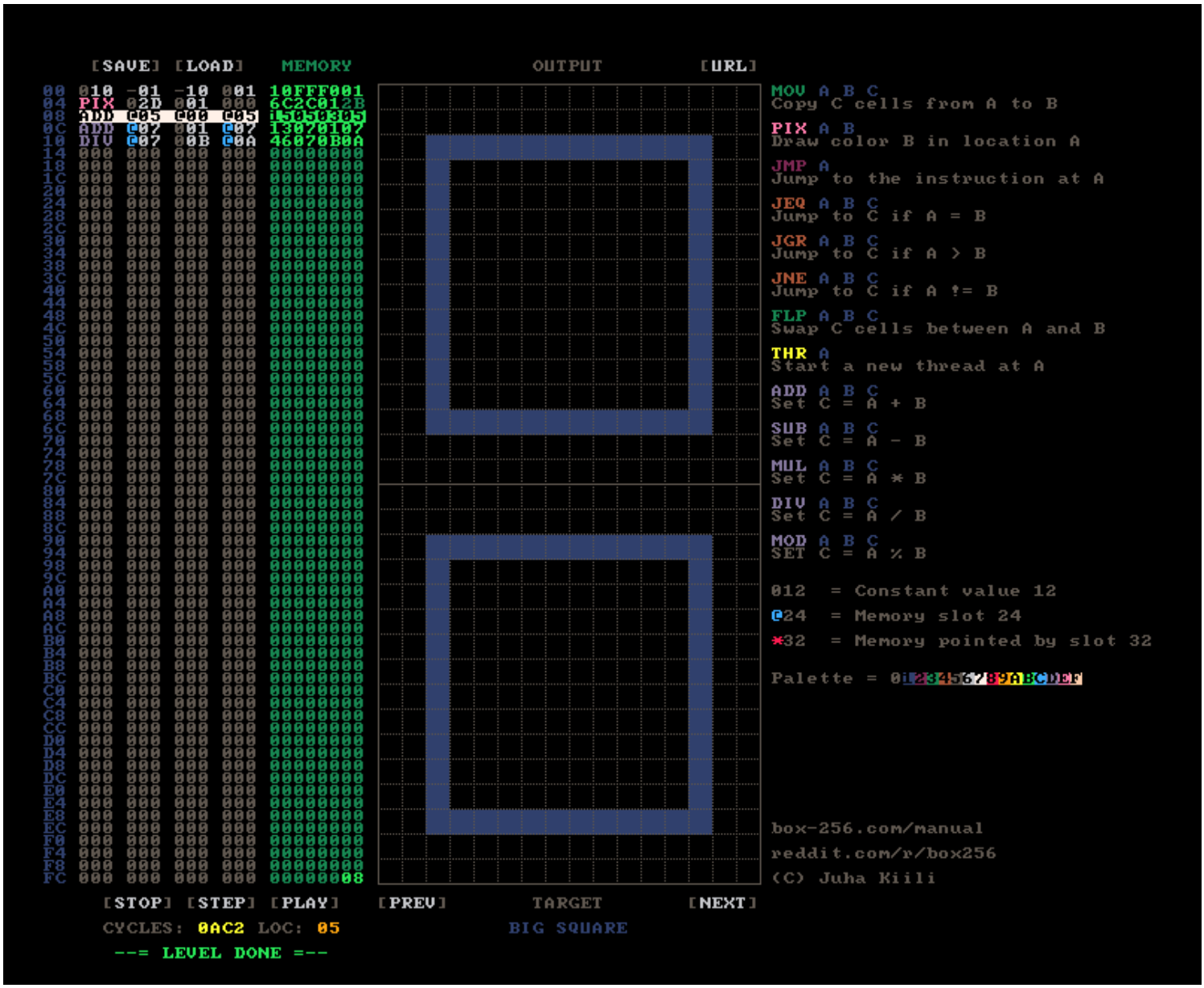
Ing. Datos e Inteligencia Organizacional

Profesor: Ismael Jiménez Sánchez

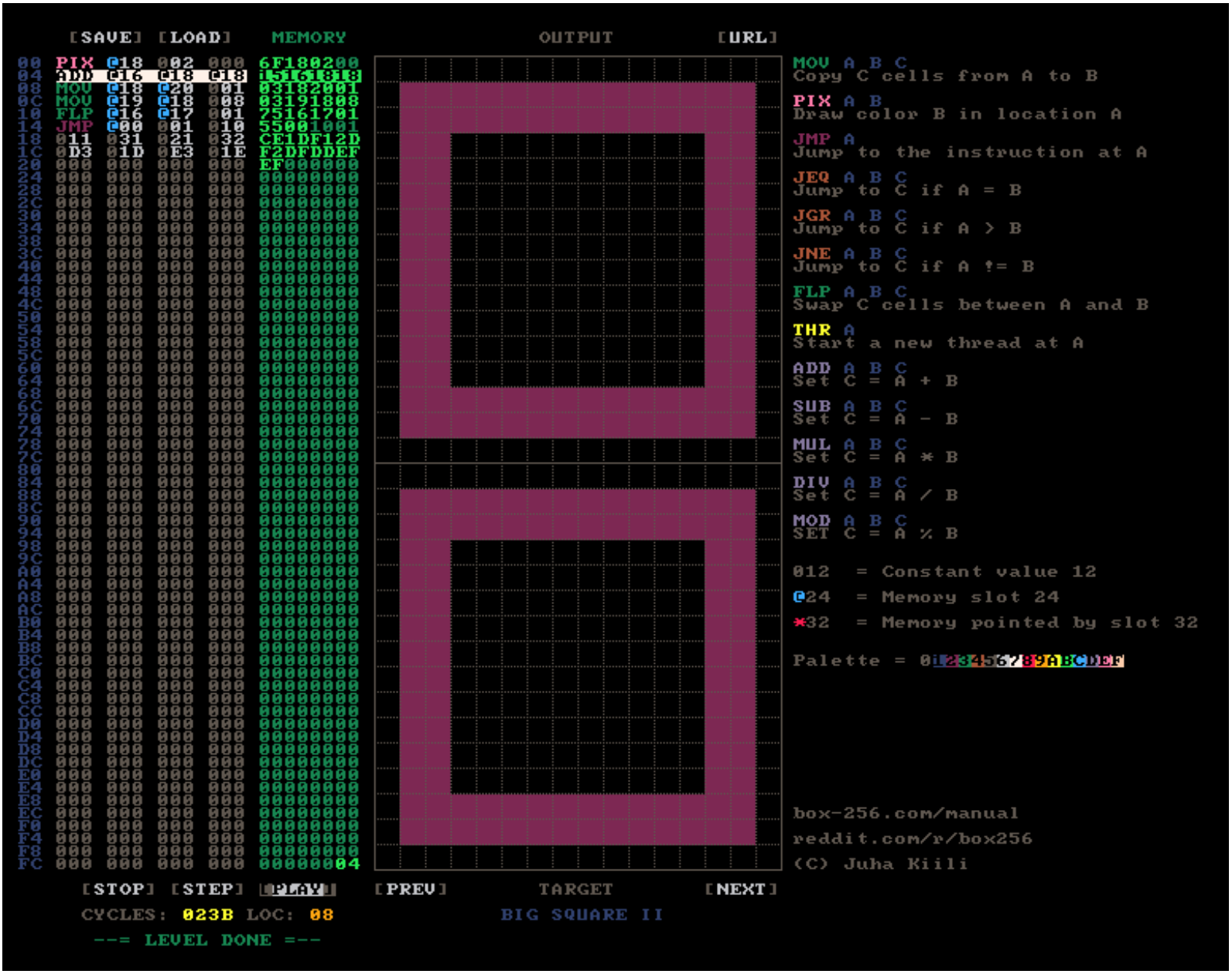
Universidad del Caribe

Ejercicios de box-256

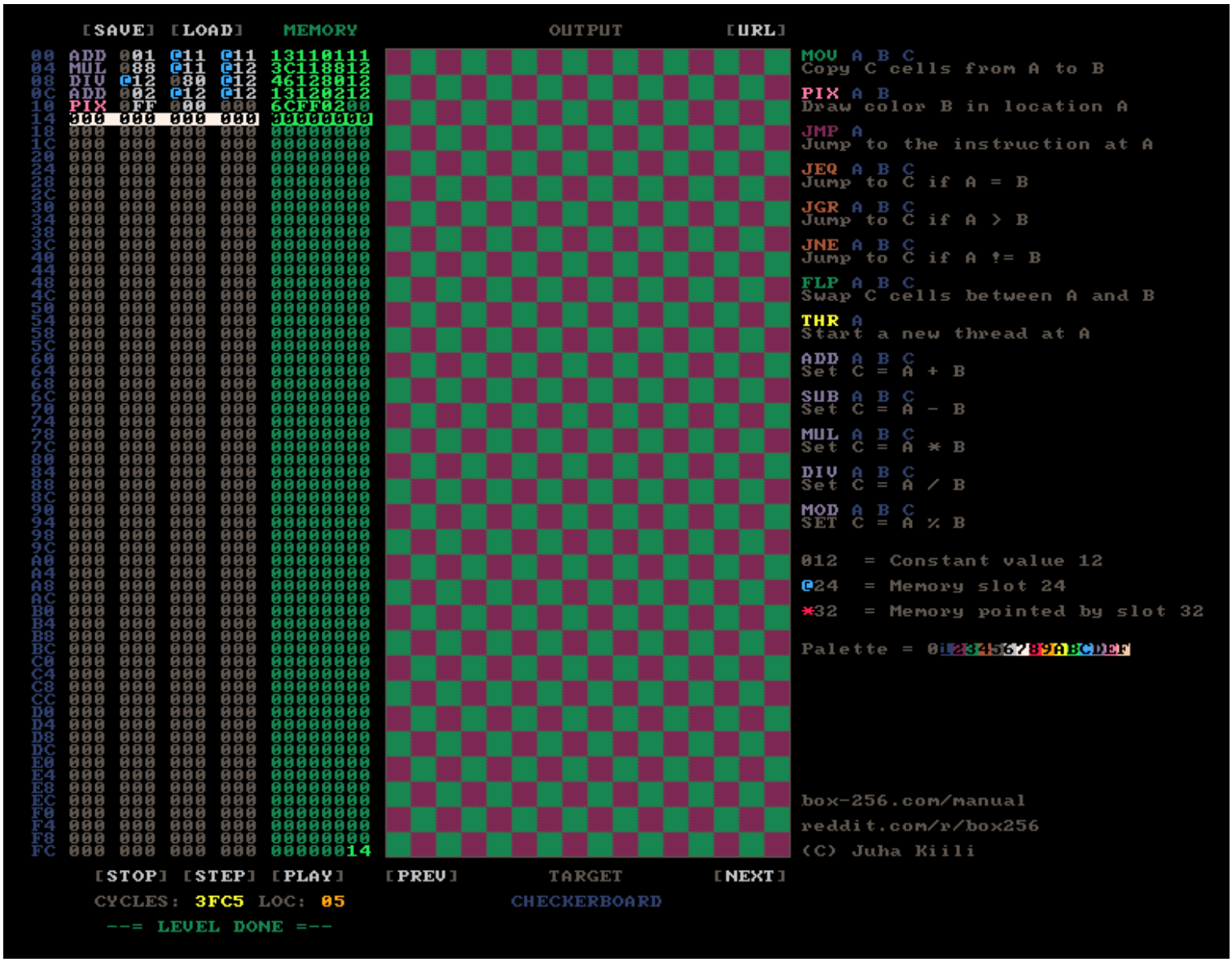
Big square


[SAVE] [LOAD] MEMORY
OUTPUT
[URL]
00 010 -01 -10 001 10FFF001
04 PIX 02D 001 000 6C2C012B
08 ADD @05 @00 @05 15050305
0C ADD @07 001 @07 13070107
10 DIV @07 00B @0A 46070B0A
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
THR A
Start a new thread at A
ADD A B C
Set C = A + B
SUB A B C
Set C = A - B
MUL A B C
Set C = A * B
DIV A B C
Set C = A / B
MOD A B C
SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 0AC2 LOC: 05
BIG SQUARE
--= LEVEL DONE =--

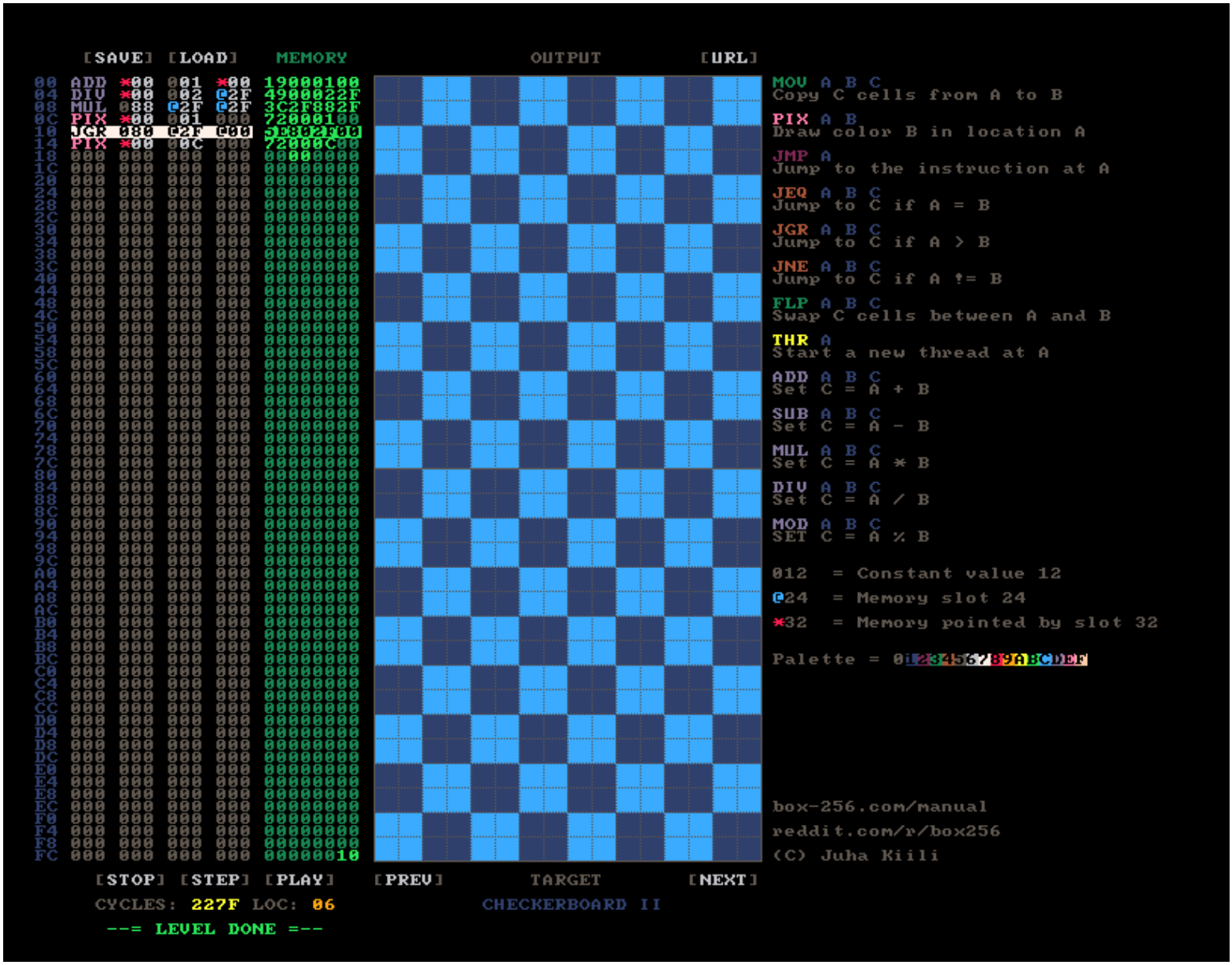
Big square


[SAVE] [LOAD] MEMORY OUTPUT [URL]
00 PIX @18 002 000 6F180200
04 ADD @16 @18 @18 15161818
08 MOV @18 @20 001 03182001
0C MOV @19 @18 008 03191808
10 FLP @16 @17 001 75161701
14 JMP @00 001 010 55001001
18 011 031 021 032 CE1DF12D
1C 0D3 01D 0E3 01E F2DFDDEF
20 000 000 000 000 EF000000
24 000 000 000 000 00000000
28 000 000 000 000 00000000
2C 000 000 000 000 00000000
30 000 000 000 000 00000000
34 000 000 000 000 00000000
38 000 000 000 000 00000000
3C 000 000 000 000 00000000
40 000 000 000 000 00000000
44 000 000 000 000 00000000
48 000 000 000 000 00000000
4C 000 000 000 000 00000000
50 000 000 000 000 00000000
54 000 000 000 000 00000000
58 000 000 000 000 00000000
5C 000 000 000 000 00000000
60 000 000 000 000 00000000
64 000 000 000 000 00000000
68 000 000 000 000 00000000
6C 000 000 000 000 00000000
70 000 000 000 000 00000000
74 000 000 000 000 00000000
78 000 000 000 000 00000000
7C 000 000 000 000 00000000
80 000 000 000 000 00000000
84 000 000 000 000 00000000
88 000 000 000 000 00000000
8C 000 000 000 000 00000000
90 000 000 000 000 00000000
94 000 000 000 000 00000000
98 000 000 000 000 00000000
9C 000 000 000 000 00000000
A0 000 000 000 000 00000000
A4 000 000 000 000 00000000
A8 000 000 000 000 00000000
AC 000 000 000 000 00000000
B0 000 000 000 000 00000000
B4 000 000 000 000 00000000
B8 000 000 000 000 00000000
BC 000 000 000 000 00000000
C0 000 000 000 000 00000000
C4 000 000 000 000 00000000
C8 000 000 000 000 00000000
CC 000 000 000 000 00000000
D0 000 000 000 000 00000000
D4 000 000 000 000 00000000
D8 000 000 000 000 00000000
DC 000 000 000 000 00000000
E0 000 000 000 000 00000000
E4 000 000 000 000 00000000
E8 000 000 000 000 00000000
EC 000 000 000 000 00000000
F0 000 000 000 000 00000000
F4 000 000 000 000 00000000
F8 000 000 000 000 00000000
FC 000 000 000 000 00000004
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
THR A
Start a new thread at A
ADD A B C
Set C = A + B
SUB A B C
Set C = A - B
MUL A B C
Set C = A * B
DIV A B C
Set C = A / B
MOD A B C
SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 023B LOC: 08
BIG SQUARE II
--= LEVEL DONE =--

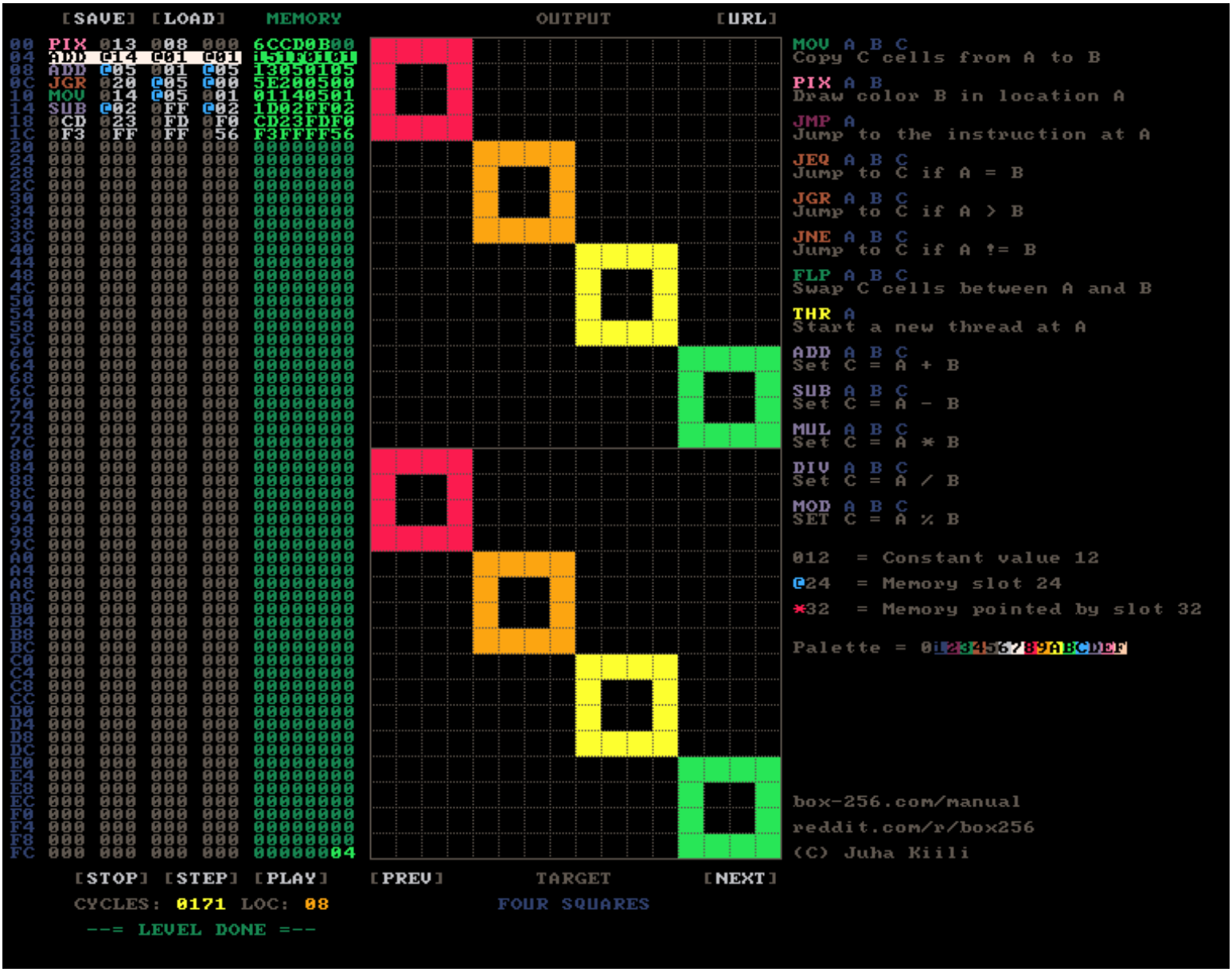
Checkerboard



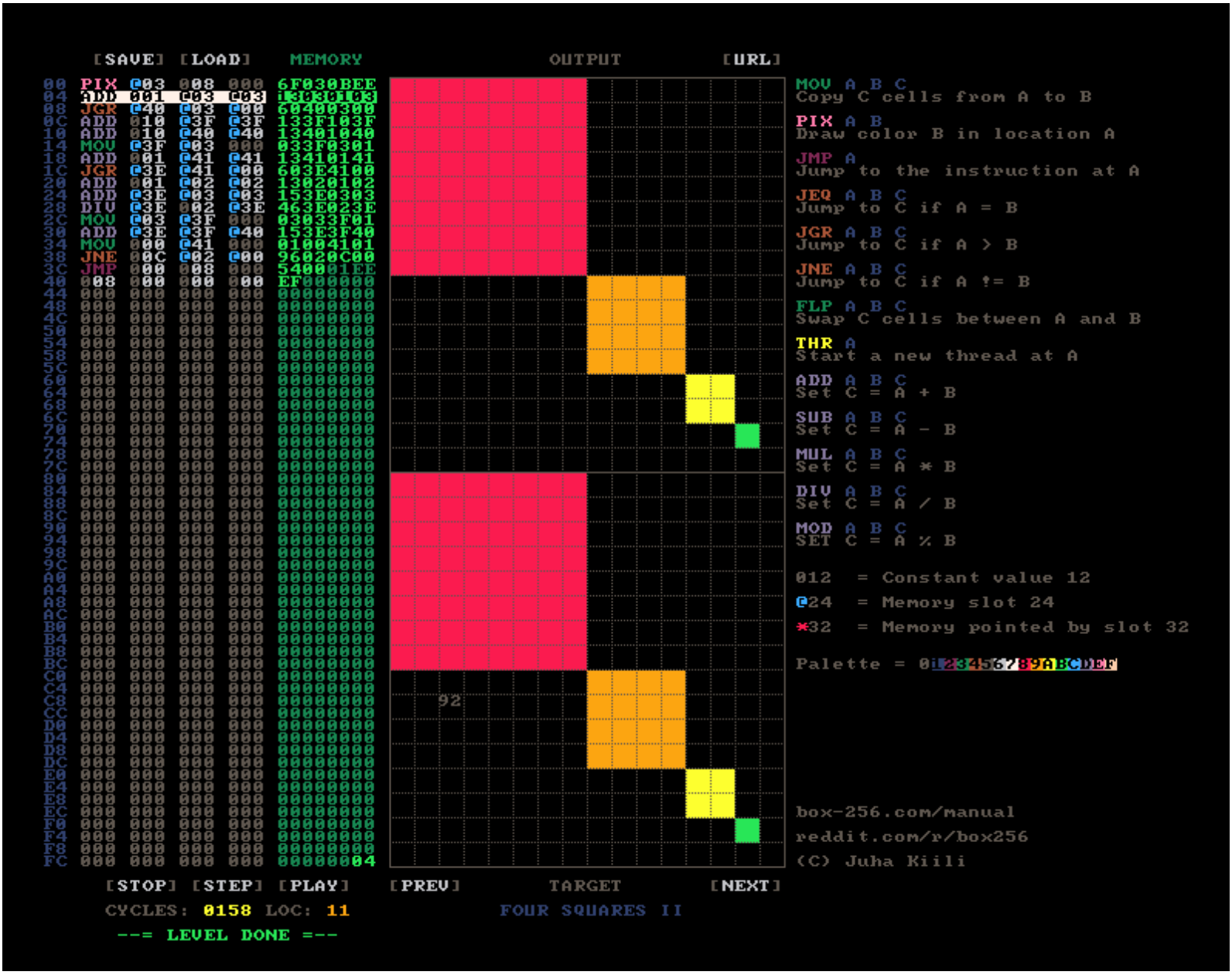
Checkboard 2



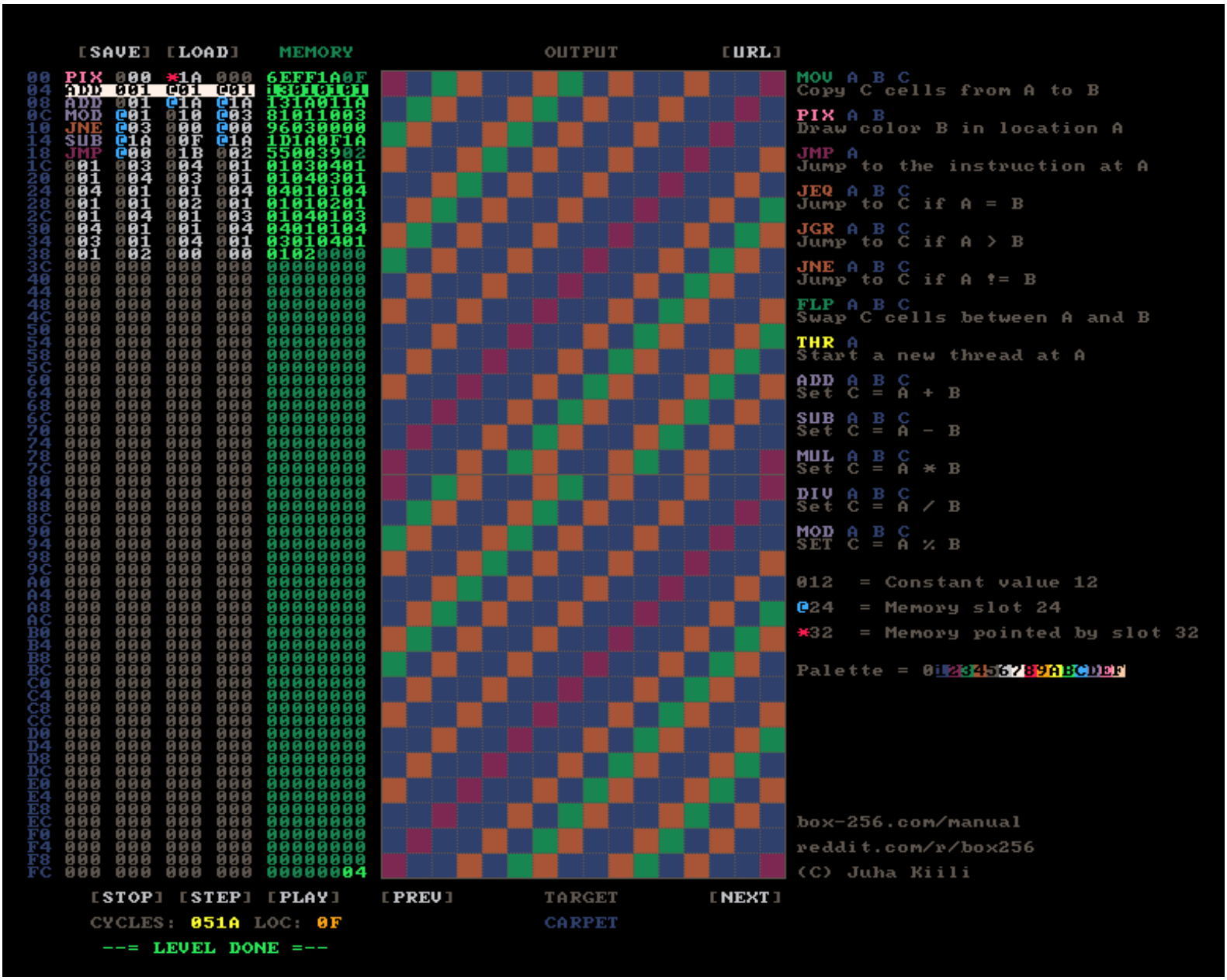
Four squares



Four squares 2



Carpet


[SAVE] [LOAD] MEMORY OUTPUT [URL]
00 PIX 000 *1A 000 6EFF1A0F
04 ADD 001 @01 @01 131A011A
08 ADD 001 @1A @1A 131A011A
0C MOD @01 010 @03 81011003
10 JNE @03 000 @00 96030000
14 SUB @1A 00F @1A 1D1A0F1A
18 JMP @00 01B 002 55003902
1C 001 003 004 001 01030401
20 001 004 003 001 01040301
24 004 001 001 004 04010104
28 001 001 002 001 01010201
2C 001 004 001 003 01040103
30 004 001 001 004 04010104
34 003 001 004 001 03010401
38 001 002 000 000 01020000
3C 000 000 000 000 00000000
40 000 000 000 000 00000000
44 000 000 000 000 00000000
48 000 000 000 000 00000000
4C 000 000 000 000 00000000
50 000 000 000 000 00000000
54 000 000 000 000 00000000
58 000 000 000 000 00000000
5C 000 000 000 000 00000000
60 000 000 000 000 00000000
64 000 000 000 000 00000000
68 000 000 000 000 00000000
6C 000 000 000 000 00000000
70 000 000 000 000 00000000
74 000 000 000 000 00000000
78 000 000 000 000 00000000
7C 000 000 000 000 00000000
80 000 000 000 000 00000000
84 000 000 000 000 00000000
88 000 000 000 000 00000000
8C 000 000 000 000 00000000
90 000 000 000 000 00000000
94 000 000 000 000 00000000
98 000 000 000 000 00000000
9C 000 000 000 000 00000000
A0 000 000 000 000 00000000
A4 000 000 000 000 00000000
A8 000 000 000 000 00000000
AC 000 000 000 000 00000000
B0 000 000 000 000 00000000
B4 000 000 000 000 00000000
B8 000 000 000 000 00000000
BC 000 000 000 000 00000000
C0 000 000 000 000 00000000
C4 000 000 000 000 00000000
C8 000 000 000 000 00000000
CC 000 000 000 000 00000000
D0 000 000 000 000 00000000
D4 000 000 000 000 00000000
D8 000 000 000 000 00000000
DC 000 000 000 000 00000000
E0 000 000 000 000 00000000
E4 000 000 000 000 00000000
E8 000 000 000 000 00000000
EC 000 000 000 000 00000000
F0 000 000 000 000 00000000
F4 000 000 000 000 00000000
F8 000 000 000 000 00000000
FC 000 000 000 000 00000004
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
THR A
Start a new thread at A
ADD A B C
Set C = A + B
SUB A B C
Set C = A - B
MUL A B C
Set C = A * B
DIV A B C
Set C = A / B
MOD A B C
SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 051A LOC: 0F
CARPET
--= LEVEL DONE =--

Carpet 2

[SAVE] [LOAD] MEMORY
OUTPUT
[URL]
00 ADD 001 @0D @0D 130D010D
04 FLP @0E @0F 001 750E0F01
08 MOD @0D 005 @17 810D0517
0C PIX 0FF 00B 003 6CFF0B03
10 JNE @17 002 @00 961700200
14 PIX @0D @0F 000 700D0F00
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
THR A
Start a new thread at A
ADD A B C
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SUB A B C
Set C = A - B
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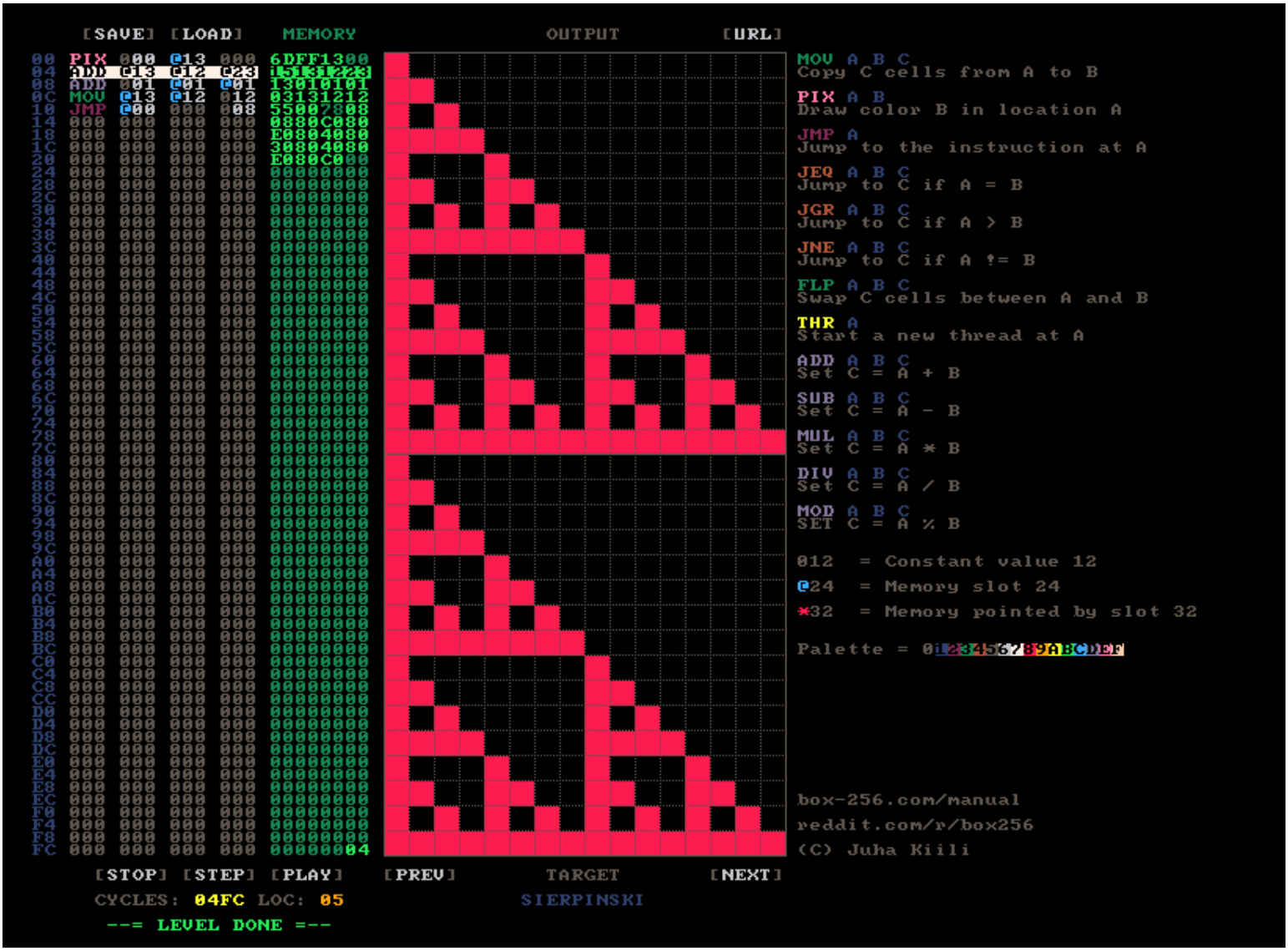
Set C = A * B
DIV A B C
Set C = A / B
MOD A B C
SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY]
[PREV]
TARGET
[NEXT]
CYCLES: 10C0 LOC: 06
CARPET II
--= LEVEL DONE =--

Sierpinski


[SAVE] [LOAD] MEMORY OUTPUT [URL]
00 PIX @00 @13 000 6DFF1300
04 ADD @13 @12 @23 15131223
08 ADD @01 @01 @01 13010101
0C MOV @13 @12 012 03131212
10 JMP @00 000 008 55007808
14 000 000 000 000 0880C080
18 000 000 000 000 E0804080
1C 000 000 000 000 30804080
20 000 000 000 000 E080C000
24 000 000 000 000 00000000
28 000 000 000 000 00000000
2C 000 000 000 000 00000000
30 000 000 000 000 00000000
34 000 000 000 000 00000000
38 000 000 000 000 00000000
3C 000 000 000 000 00000000
40 000 000 000 000 00000000
44 000 000 000 000 00000000
48 000 000 000 000 00000000
4C 000 000 000 000 00000000
50 000 000 000 000 00000000
54 000 000 000 000 00000000
58 000 000 000 000 00000000
5C 000 000 000 000 00000000
60 000 000 000 000 00000000
64 000 000 000 000 00000000
68 000 000 000 000 00000000
6C 000 000 000 000 00000000
70 000 000 000 000 00000000
74 000 000 000 000 00000000
78 000 000 000 000 00000000
7C 000 000 000 000 00000000
80 000 000 000 000 00000000
84 000 000 000 000 00000000
88 000 000 000 000 00000000
8C 000 000 000 000 00000000
90 000 000 000 000 00000000
94 000 000 000 000 00000000
98 000 000 000 000 00000000
9C 000 000 000 000 00000000
A0 000 000 000 000 00000000
A4 000 000 000 000 00000000
A8 000 000 000 000 00000000
AC 000 000 000 000 00000000
B0 000 000 000 000 00000000
B4 000 000 000 000 00000000
B8 000 000 000 000 00000000
BC 000 000 000 000 00000000
C0 000 000 000 000 00000000
C4 000 000 000 000 00000000
C8 000 000 000 000 00000000
CC 000 000 000 000 00000000
D0 000 000 000 000 00000000
D4 000 000 000 000 00000000
D8 000 000 000 000 00000000
DC 000 000 000 000 00000000
E0 000 000 000 000 00000000
E4 000 000 000 000 00000000
E8 000 000 000 000 00000000
EC 000 000 000 000 00000000
F0 000 000 000 000 00000000
F4 000 000 000 000 00000000
F8 000 000 000 000 00000000
FC 000 000 000 000 00000004
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
THR A
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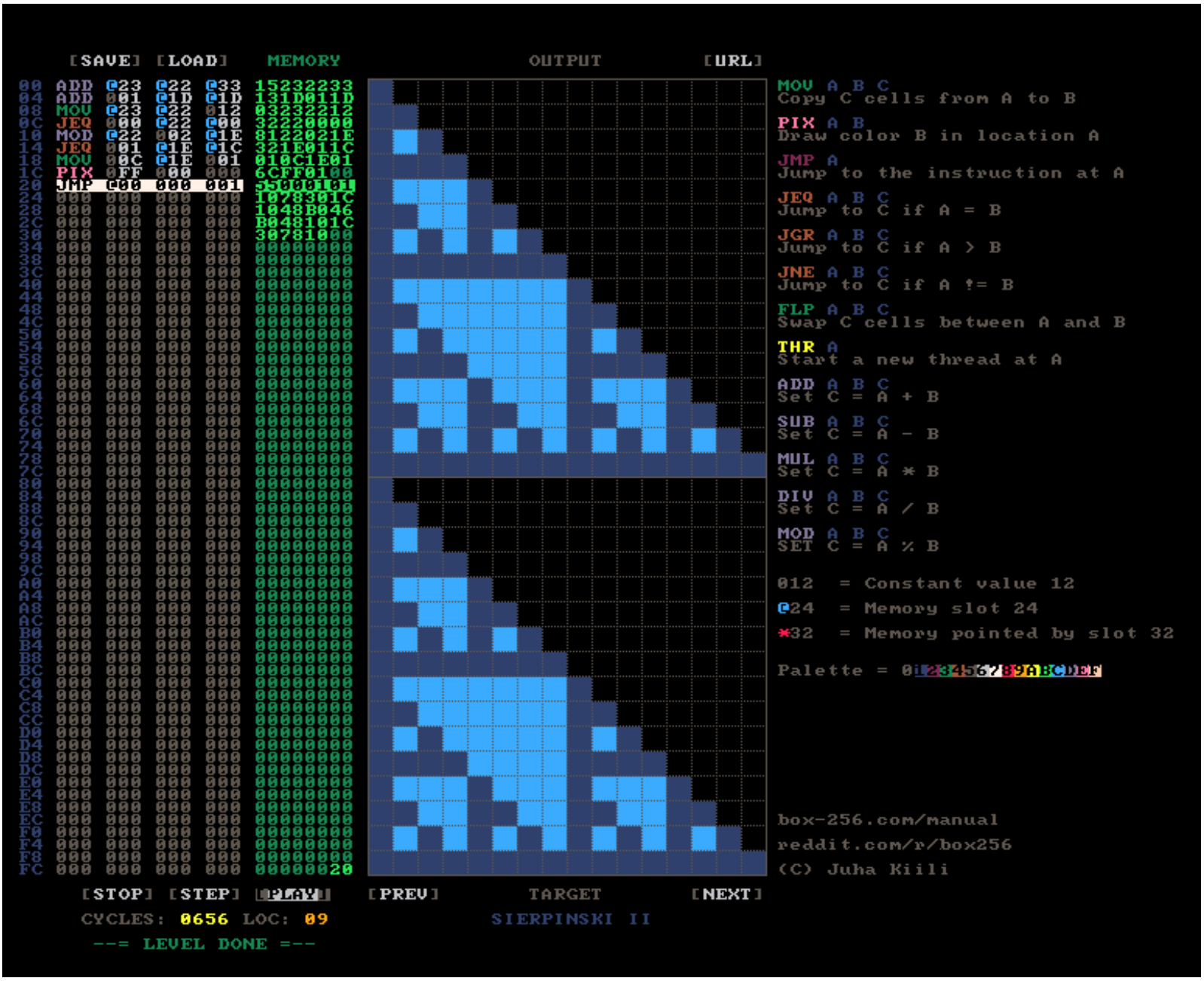
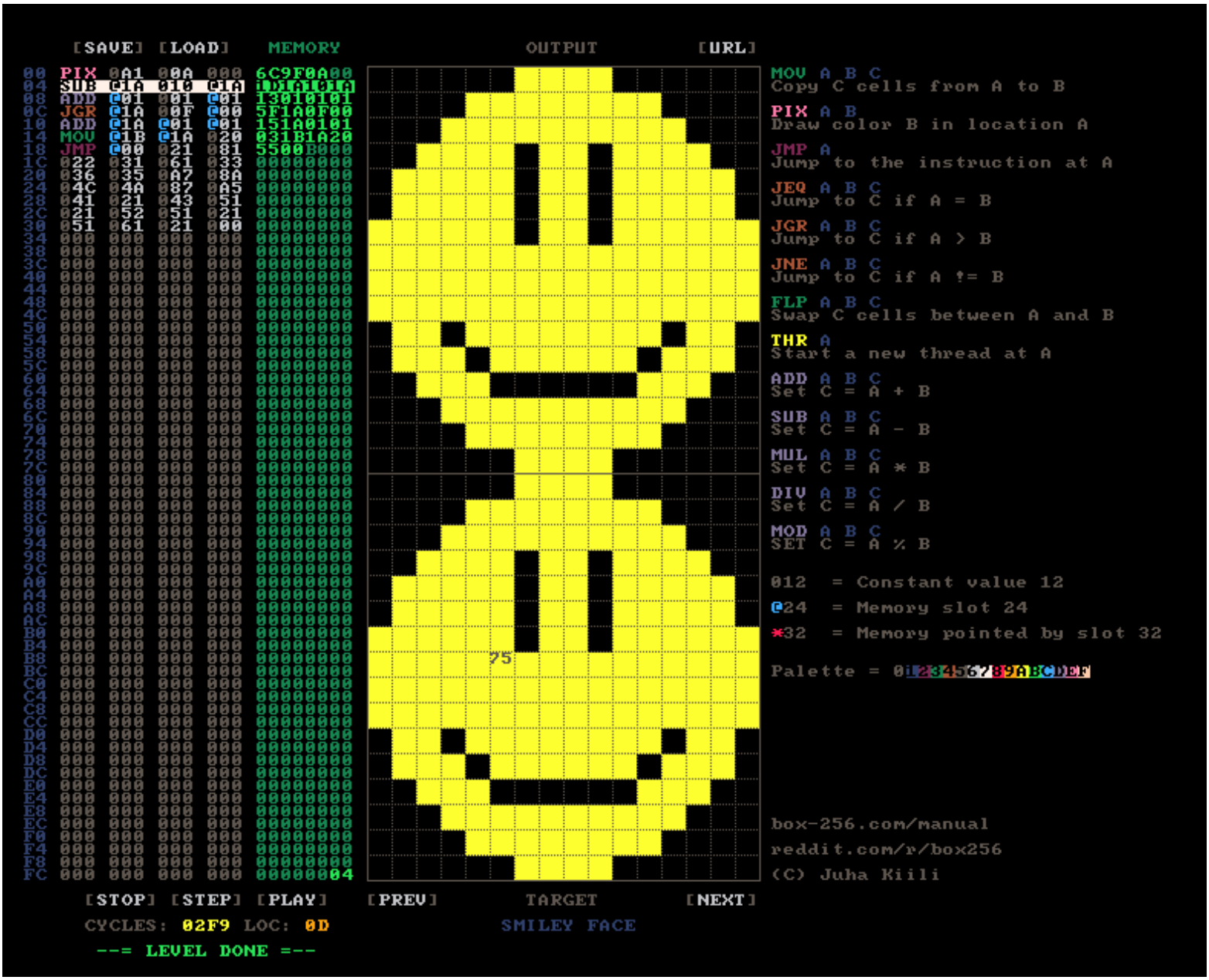
ADD A B C
Set C = A + B
SUB A B C
Set C = A - B
MUL A B C
Set C = A * B
DIV A B C
Set C = A / B
MOD A B C
SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 04FC LOC: 05
SIERPINSKI
--= LEVEL DONE =--

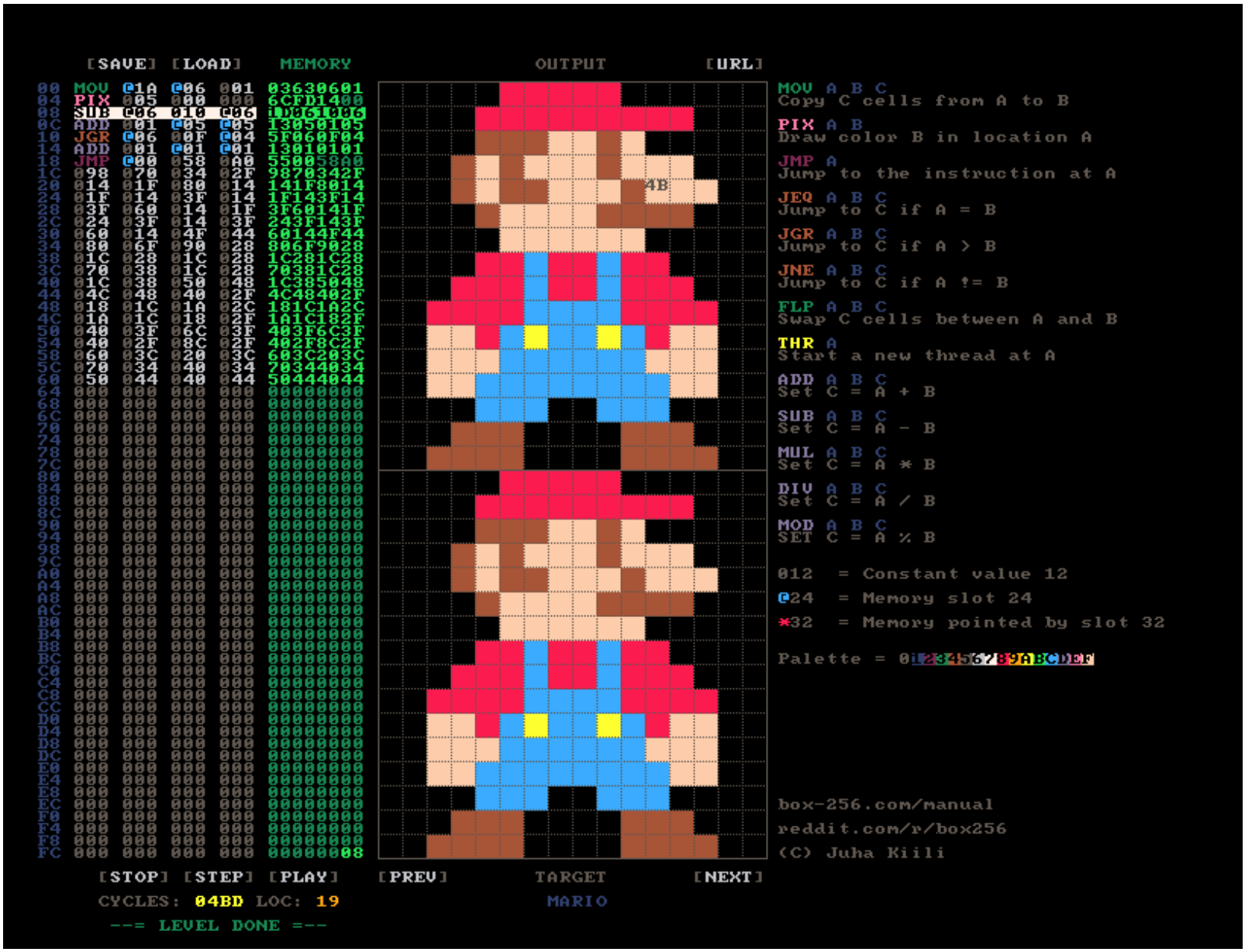
Sierpinski 2



Smiley face


[SAVE] [LOAD] MEMORY
OUTPUT
[URL]
00 PIX 0A1 00A 000 6C9F0A00
04 SUB @1A 010 @1A 01A10104
08 ADD @01 001 @01 13010101
0C JGR @1A 00F @00 5F1A0F00
10 ADD @1A @01 @01 151A0101
14 MOV @1B @1A 020 031B1A20
18 JMP @00 021 081 5500B000
1C 022 031 061 033 00000000
20 036 035 0A7 08A 00000000
24 04C 04A 087 0A5 00000000
28 041 021 043 051 00000000
2C 021 052 051 021 00000000
30 051 061 021 000 00000000
34 000 000 000 000 00000000
38 000 000 000 000 00000000
3C 000 000 000 000 00000000
40 000 000 000 000 00000000
44 000 000 000 000 00000000
48 000 000 000 000 00000000
4C 000 000 000 000 00000000
50 000 000 000 000 00000000
54 000 000 000 000 00000000
58 000 000 000 000 00000000
5C 000 000 000 000 00000000
60 000 000 000 000 00000000
64 000 000 000 000 00000000
68 000 000 000 000 00000000
6C 000 000 000 000 00000000
70 000 000 000 000 00000000
74 000 000 000 000 00000000
78 000 000 000 000 00000000
7C 000 000 000 000 00000000
80 000 000 000 000 00000000
84 000 000 000 000 00000000
88 000 000 000 000 00000000
8C 000 000 000 000 00000000
90 000 000 000 000 00000000
94 000 000 000 000 00000000
98 000 000 000 000 00000000
9C 000 000 000 000 00000000
A0 000 000 000 000 00000000
A4 000 000 000 000 00000000
A8 000 000 000 000 00000000
AC 000 000 000 000 00000000
B0 000 000 000 000 00000000
B4 000 000 000 000 00000000
B8 000 000 000 000 00000000
BC 000 000 000 000 00000000
C0 000 000 000 000 00000000
C4 000 000 000 000 00000000
C8 000 000 000 000 00000000
CC 000 000 000 000 00000000
D0 000 000 000 000 00000000
D4 000 000 000 000 00000000
D8 000 000 000 000 00000000
DC 000 000 000 000 00000000
E0 000 000 000 000 00000000
E4 000 000 000 000 00000000
E8 000 000 000 000 00000000
EC 000 000 000 000 00000000
F0 000 000 000 000 00000000
F4 000 000 000 000 00000000
F8 000 000 000 000 00000000
FC 000 000 000 000 00000004
75
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
THR A
Start a new thread at A
ADD A B C
Set C = A + B
SUB A B C
Set C = A - B
MUL A B C
Set C = A * B
DIV A B C
Set C = A / B
MOD A B C
SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 02F9 LOC: 0D
SMILEY FACE
--= LEVEL DONE =--

Mario


[SAVE] [LOAD] MEMORY
OUTPUT
[URL]
00 MOV @1A @06 001 03630601
04 PIX 005 000 000 6CFD1400
08 SUB @06 010 @06 1D061006
0C ADD 001 @05 @05 13050105
10 JGR @06 00F @04 5F060F04
14 ADD 001 @01 @01 13010101
18 JMP @00 058 0A0 550058A0
1C 098 070 034 02F 98703 42F
20 014 01F 080 014 141F8014
24 01F 014 03F 014 1F143F14
28 03F 060 014 01F 3F60141F
2C 024 03F 014 03F 243F143F
30 060 014 04F 044 60144F44
34 080 06F 090 028 806F9028
38 01C 028 01C 028 1C281C28
3C 070 038 01C 028 70381C28
40 01C 038 050 048 1C385048
44 04C 048 040 02F 4C48402F
48 018 01C 01A 02C 181C1A2C
4C 01A 01C 018 02F 1A1C182F
50 040 03F 06C 03F 403F6C3F
54 040 02F 08C 02F 402F8C2F
58 060 03C 020 03C 603C203C
5C 070 034 040 034 70344034
60 050 044 040 044 50444044
64 000 000 000 000 00000000
68 000 000 000 000 00000000
6C 000 000 000 000 00000000
70 000 000 000 000 00000000
74 000 000 000 000 00000000
78 000 000 000 000 00000000
7C 000 000 000 000 00000000
80 000 000 000 000 00000000
84 000 000 000 000 00000000
88 000 000 000 000 00000000
8C 000 000 000 000 00000000
90 000 000 000 000 00000000
94 000 000 000 000 00000000
98 000 000 000 000 00000000
9C 000 000 000 000 00000000
A0 000 000 000 000 00000000
A4 000 000 000 000 00000000
A8 000 000 000 000 00000000
AC 000 000 000 000 00000000
B0 000 000 000 000 00000000
B4 000 000 000 000 00000000
B8 000 000 000 000 00000000
BC 000 000 000 000 00000000
C0 000 000 000 000 00000000
C4 000 000 000 000 00000000
C8 000 000 000 000 00000000
CC 000 000 000 000 00000000
D0 000 000 000 000 00000000
D4 000 000 000 000 00000000
D8 000 000 000 000 00000000
DC 000 000 000 000 00000000
E0 000 000 000 000 00000000
E4 000 000 000 000 00000000
E8 000 000 000 000 00000000
EC 000 000 000 000 00000000
F0 000 000 000 000 00000000
F4 000 000 000 000 00000000
F8 000 000 000 000 00000000
FC 000 000 000 000 00000008
4B
MOV A B C
Copy C cells from A to B
PIX A B
Draw color B in location A
JMP A
Jump to the instruction at A
JEQ A B C
Jump to C if A = B
JGR A B C
Jump to C if A > B
JNE A B C
Jump to C if A != B
FLP A B C
Swap C cells between A and B
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Set C = A / B
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SET C = A % B
012 = Constant value 12
@24 = Memory slot 24
*32 = Memory pointed by slot 32
Palette = 0123456789ABCDEF
box-256.com/manual
reddit.com/r/box256
(C) Juha Kiili
[STOP] [STEP] [PLAY] [PREV] TARGET [NEXT]
CYCLES: 04BD LOC: 19
MARIO
--= LEVEL DONE =--