Q1

```
MOV  AX,7H
MOV  BX,6H
MOV  CX,3H
MOV  DX,8H

MOV  [3000H],AX
MOV  [3002H],BX
MOV  [3004H],CX
MOV  [3006H],DX
```

Random Access Memory

0100:3000   update

0100:3000	07 00 06 00 03 00 08 0
0100:3010	00 00 00 00 00 00 00 0
0100:3020	00 00 00 00 00 00 00 0
0100:3030	00 00 00 00 00 00 00 0
0100:3040	00 00 00 00 00 00 00 0
0100:3050	00 00 00 00 00 00 00 0
0100:3060	00 00 00 00 00 00 00 0
01 00:3070	00 00 00 00 00 00 00 0

Q2(a)

```
01   MOV  AX,7H
02   MOV  BX,6H
03   MOV  CX,3H
04   MOV  DX,8H
05
06   MOV  [3000H],AX
07   MOV  [3002H],BX
08   MOV  [3004H],CX
09   MOV  [3006H],DX
10
11   MOV  BX,3000H
12
13   MOV  AX,[BX]
14
15   MOV  BX,3002H
16
17   ADD  AX,[BX]
18
19   MOV  BX,3004H
20
21   ADD  AX,[BX]
22
23   MOV  BX,3006H
24
25   ADD  AX,[BX]
26
27   MOV  BX,3008H
28
29   MOV  [BX],AX
```

Random Access Memory

0100:3008   update

0100:3008	18 00 00 00 00 00
0100:3018	00 00 00 00 00 00
0100:3028	00 00 00 00 00 00
0100:3038	00 00 00 00 00 00
0100:3048	00 00 00 00 00 00
0100:3058	00 00 00 00 00 00
0100:3068	00 00 00 00 00 00
01 00:3078	00 00 00 00 00 00

Q2(b)

```
MOU  AX,7H
MOU  BX,6H
MOU  CX,3H
MOU  DX,8H

MOU  [3000H],AX
MOU  [3002H],BX
MOU  [3004H],CX
MOU  [3006H],DX

ADD  AX,[3002H]

ADD  AX,[3004H]

ADD  AX,[3006H]

MOU  [3008H],AX
```

Random Access Memory

0100:3008   update   ⊙ table

```
0100:3008   18 00 00 00 00 00 00 00-00
0100:3018   00 00 00 00 00 00 00 00-00
0100:3028   00 00 00 00 00 00 00 00-00
0100:3038   00 00 00 00 00 00 00 00-00
0100:3048   00 00 00 00 00 00 00 00-00
0100:3058   00 00 00 00 00 00 00 00-00
0100:3068   00 00 00 00 00 00 00 00-00
0100:3078   00 00 00 00 00 00 00 00-00
```

emulator: noname.bin_

file   math   debug   view   external   virtual devices

Load   reload   step back   single st

registers
              H   L
AX   00   18   0100:003E
BX   00   06   0102D: 90 144 É
                     0102E: 90 144 É
                     0102F: 90 144 É
                     01030: 90 144 É
CX   00   03   01031: 90 144 É

Q2(c)

```
MOU  AX,7H
MOU  BX,6H
MOU  CX,3H
MOU  DX,8H

MOU  [3000H],AX
MOU  [3002H],BX
MOU  [3004H],CX
MOU  [3006H],DX

MOU  BX,3000H

ADD  AX,[BX+2H]

ADD  AX,[BX+4H]

ADD  AX,[BX+6H]

MOU  [BX+8H],AX
```

Random Access Memory

0100:3008   update   ⊙ tabl

```
0100:3008   18 00 00 00 00 00 00 00-
0100:3018   00 00 00 00 00 00 00 00-
0100:3028   00 00 00 00 00 00 00 00-
0100:3038   00 00 00 00 00 00 00 00-
0100:3048   00 00 00 00 00 00 00 00-
0100:3058   00 00 00 00 00 00 00 00-
0100:3068   00 00 00 00 00 00 00 00-
0100:3078   00 00 00 00 00 00 00 00-
```

emulator: noname.bin_

file   math   debug   view   external   virtual devices

Load   reload   step back   single

registers
              H   L
AX   00   18   0100:003E
BX   30   00   0102D: 90 144 É
                     0102E: 90 144 É
                     0102F: 90 144 É
                     01030: 90 144 É