Address: 0x00404000

```
0x00404000   2a 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   *       *........
0x00404020   20 2a 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00    *     *........
0x00404040   20 20 2a 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00     *    *........
0x00404060   20 20 20 2a 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00      * *..........
0x00404080   20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00       *..........
0x004040A0   04 80 00 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   .€..............
0x004040C0   00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   ................
```

peter_ruszel_260_assign10.asm

```
 7
 8   ; this can be changed to any value between 2 - 16
 9   ; the correct V pattern should be "drawn" in memory in all cases
10   ROWS = 5
11
```

Memory 1

Address: 0x00404000

```
0x00404000    2a 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   *          *.......
0x00404020    20 2a 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00    *        *.......
0x00404040    20 20 2a 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00     *       *.......
0x00404060    20 20 20 2a 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00      *      *.......
0x00404080    20 20 20 20 2a 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00       *     *.......
0x004040A0    20 20 20 20 20 2a 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00        * *.......
0x004040C0    20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00         *.......
```

Memory 1   Registers   Watch 1

peter_ruszel_260_assign10.asm

```
     7
     8    ; this can be changed to any value between 2 - 16
     9    ; the correct V pattern should be "drawn" in memory in all cases
    10    ROWS = 7
    11
```

Memory 1

Address: 0x00404000

```
0x00404000   2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00    *                        *....
0x00404020   20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00     *                      *.....
0x00404040   20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00      *                    *......
0x00404060   20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00       *                  *.......
0x00404080   20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00        *                *........
0x004040A0   20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00         *              *.........
0x004040C0   20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00          *            *..........
0x004040E0   20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00           *          *...........
0x00404100   20 20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00            *        *............
0x00404120   20 20 20 20 20 20 20 20 20 2a 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00             *      *.............
0x00404140   20 20 20 20 20 20 20 20 20 20 2a 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00              *    *..............
0x00404160   20 20 20 20 20 20 20 20 20 20 20 2a 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00               *   *..............
0x00404180   20 20 20 20 20 20 20 20 20 20 20 20 2a 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00                * *..............
0x004041A0   20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00                *..............
0x004041C0   0d a0 01 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   . ..............
```

Memory 1   Registers   Watch 1

peter_ruszel_260_assign10.asm + X

```asm
 1   ; Program template
 2
 3   .386
 4   .model flat,stdcall
 5   .stack 4096
 6   ExitProcess proto,dwExitCode:dword
 7
 8   ; this can be changed to any value between 2 - 16
 9   ; the correct V pattern should be "drawn" in memory in all cases
10   ROWS = 14
11
```

Address: 0x00404000

```
0x00404000    2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00    *              *...............
0x00404020    20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00     *            *...............
0x00404040    20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00      *          *...............
0x00404060    20 20 20 2a 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00       *        *...............
0x00404080    20 20 20 20 2a 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00        *      *...............
0x004040A0    20 20 20 20 20 2a 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00         *    *...............
0x004040C0    20 20 20 20 20 20 2a 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00          *  *...............
0x004040E0    20 20 20 20 20 20 20 2a 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00           * *...............
0x00404100    20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00            *...............
0x00404120    08 00 01 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00    ................
```

peter_ruszel_260_assign10.asm

```asm
 7
 8   ; this can be changed to any value between 2 - 16
 9   ; the correct V pattern should be "drawn" in memory in all cases
10   ROWS = 9
11
```

Address: 0x00404000

```
0x00404000   2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00   *                              *...
0x00404020   20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00    *                             *....
0x00404040   20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00     *                           *.....
0x00404060   20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00      *                         *......
0x00404080   20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00       *                       *.......
0x004040A0   20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00        *                     *........
0x004040C0   20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00         *                   *.........
0x004040E0   20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00          *                 *..........
0x00404100   20 20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00           *               *...........
0x00404120   20 20 20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00            *             *............
0x00404140   20 20 20 20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00             *           *.............
0x00404160   20 20 20 20 20 20 20 20 20 20 20 2a 20 20 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00              *         * *............
0x00404180   20 20 20 20 20 20 20 20 20 20 20 20 2a 20 20 20 20 20 2a 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00               *       *..............
0x004041A0   0c 80 01 00 00 01 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00   .€...........
```

peter_ruszel_260_assign10.asm ⊕ ✕

```asm
 7
 8   ; this can be changed to any value between 2 - 16
 9   ; the correct V pattern should be "drawn" in memory in all cases
10   ROWS = 13
11
```