

(spike) mem 0 11468  
0x00000000300000004  
(spike) mem 0 11470  
0x0000000000000000  
(spike) until pc 0 10170  
(spike) mem 0 11468  
0x00000000300000004  
(spike) mem 0 11470  
0x00000000000000007  
\_

ADD DUMP

(spike) mem 0 11468  
0x00000000300000004  
(spike) mem 0 11470  
0x0000000000000000  
(spike) until pc 0 10170  
(spike) mem 0 11468  
0x00000000300000004  
(spike) mem 0 11470  
0x0000000000000000  
\_

AND DUMP

(spike) mem 0 11468  
0x00000000300000004  
(spike) mem 0 11470  
0x0000000000000000  
(spike) until pc 0 10170  
(spike) mem 0 11468  
0x00000000300000004  
(spike) mem 0 11470  
0x00000000000000001  
\_

SUB DUMP

```

(spike) mem 0 11468
0x0000000300000004
(spike) mem 0 11470
0x0000000000000000
(spike) until pc 0 10170
(spike) mem 0 11468
0x0000000300000004
(spike) mem 0 11470
0x0000000000000007

```

OR DUMP

```

(spike) mem 0 11468
0x0000000300000004
(spike) mem 0 11470
0x0000000000000000
(spike) until pc 0 10170
(spike) mem 0 11468
0x0000000300000004
(spike) mem 0 11470
0x0000000000000007

```

XOR Dump

```

(spike) until pc 0 10150
bbl loader
(spike) mem 0 11470
0x0000000300000005
(spike) mem 0 11478
0x0000000600000004
(spike) mem 0 1147c
0x0000000000000006
(spike) mem 0 11480
0x0000000000000005

```

start (before loop)

```
bbl loader
(spike) mem 0 11470
0x0000000300000005
(spike) mem 0 11478
0x0000000600000004
(spike) mem 0 1147c
0x0000000000000006
(spike) mem 0 11480
0x0000000000000005
```

after iteration 1

```
(spike) mem 0 11470
0x0000000400000005
(spike) mem 0 11478
0x0000000600000004
(spike) mem 0 1147c
0x0000000000000006
(spike) mem 0 11480
0x0000000000000005
```

after iteration 2

```
(spike) mem 0 11470
0x0000000400000005
(spike) mem 0 11478
0x0000000600000006
(spike) mem 0 1147c
0x0000000000000006
(spike) mem 0 11480
0x0000000000000005
```

after iteration 3

```
(spike) mem 0 11470
0x0000000400000005
(spike) mem 0 11478
0x0000000900000006
(spike) mem 0 11480
0x0000000000000005
```

after iteration 4

```
(spike) mem 0 11470
0x00000000400000005
(spike) mem 0 11478
0x00000000900000006
(spike) mem 0 11480
0x00000000000000009
```

final iteration