5.4 Exercise

```
in>db $4020, 8

4020: 00 CC 00 01 04 05 07 19                          ........
```

Contents displayed at memory location 0x4024: ‘04’. This means that 04 is the hexadecimal number and the byte at the location of 0x4024 is 0x04

Hexadecimal	Binary	Decimal		ASCII
		Signed	Unsigned	
04	0100	-11	4	d end of transmission

5.6 Questions

Login Username: s29abbas -> ‘sabb’ (first 4 letters)

ASCII code: 115 97 98 98

```
in>wb $3000 $115 $97 $98 $98
in>db $3000, 5

3000: 15 97 98 98 uu                                   ....u
```

7.1 Exercise

```
Reset command file correctly executed.

in>wb $3000 $1 $2 $3
in>db $3000, 3

3000: 01 02 03                                          ...

in>RS A=$00
in>RS PC=$3000
in>RD
A=0x0 B=0xCB CCR=0xD0 D=0xCB IX=0xCBCF IY=0xCBCC SP=0xCBB5
PC=0x3000 PPAGE=0x0 IP=0x3000

in>g
STARTED
RUNNING
```

8.5 Questions

```
in>db $FFFF, 10

FFFF: ???????? ???????? ???????? ???????? ???????? ???????? ???????? ???????? ?????
```

Since all the memory bits are NULL, if the wb command is used, then the memory data will be overwritten. However, in this case, since the program is protected by the EEPROM, the data will be protected.

Trying to override the byte will not work since the program is protected by the EEPROM.