8.6 If KBSR[15] is 0, the data contained in KBDR has already been read. The program will read the character again.

8.9 If KBSR[15] is 1, the data contained in KBDR has not been read by the processor. So if the keyboard hardware don’t check the KBSR before writing to the KBDR, user input could be lost.

8.12

Assume that the address of KBDSR is xFD00

START LDI R0,A

BRz START

AND R1,R1,#0

STI R1,A

BR NEXT\_TASK

A .FILL xFD00

8.14 The address control logic takes care of this. It accesses the KBDR if the address is xFE02.

8.16 This program outputs ABCDEFGHI