How many bytes of code space does your program require?
Code Size? 51 bytes.
I found this by removing the preconditions (with them it would be 56 bytes) and building the
project. Then I checked the build window for the byte size as seen in Fig 1.5.1:


```
Build Output
Build started: Project: LablPatl.1
Build target 'Target_1'
assembling lablPatl_1.asm...
linking...
Program Size: data=8.0 xdata=0 code=51
".\Objects\LablPatl.1" - 0 Error(s), 0 Warning(s).
Build Time Elapsed:  00:00:00
```

Fig 1.5.1: Build file output (without preconditions)

**How long did your program take to execute for X=0x33 and Y=0x07? Assume an 11.0592
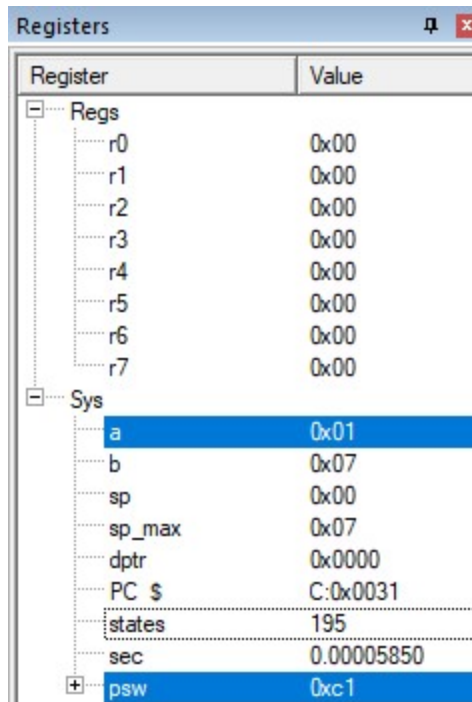MHz clock and include the instructions executed from the beginning until you reach the**
ENDLOOP label.
Execution Time? 17.6323784722 us
Calculations can be seen in Fig 1.5.2

$$f = 11.0592 \cdot 10^6$$
$$= 11\,059\,200$$

$$t_{operation} = \frac{1}{f}$$
$$= 9.0422453704 \times 10^{-8}$$

$$n_{steps} = 195$$
$$-10 \quad\quad\quad\quad\quad\quad\quad\quad\quad 195$$

$$t_{operation} \cdot n_{steps} \cdot 10^6$$
$$= 17.6323784722$$

Fig 1.5.2: Detailed Calculation
The way n_{steps} was found was by running the code with a breakpoint at ENDLOOP and checking
the machine states after reaching said loop, which was 195, as seen in Fig 1.5.3

Fig 1.5.3: Register display after running code to ENDLOOP