```
43  ;
44  ;
45  ; Enter your code here
46  ;
47  reverseArray:
48      clr.b   R6                      ; R6 = 0 is counter
49      mov     #LENGTH, R7             ; R7 stores length num
50      add     #LENGTH, R7             ; Doubles R7 for dealing with word arr
51      decd    R7                      ; decrements R7
52      mov     &array_1, R4            ; Move front value to R4
53      mov     &array_1+LENGTH, R5     ; Move end value to R5
54      cmp     R4, R5                  ; is array non-reversable (0 or 1 entr
55      jeq     done                    ; done
56
57  loop:
58      mov     array_1(R6), R4         ; Move front value to R4
59      mov     array_1(R7), R5         ; Move end value to R5
60      mov     R5, array_1(R6)         ; Move R5 buffer value to end
61      mov     R4, array_1(R7)         ; Move R4 buffer value to front
62
63
64      incd.b  R6                      ; double increment
65      decd.b  R7                      ; double decrement
66      cmp     R6, R7                  ; are the pointers at the middle?
67      jne     loop                    ; if not, loop again
68
69  done:
70      ret
71
72
73  ;
```

Registers ⊠

Name	Value	Description
∨ 🔢 Core Registers		Core Registers
🔢 PC	0x00C418	Core
🔢 SP	0x002800	Core
∨ 🔢 SR	0x0003	Core
🔢 R3	0x000000	Core
🔢 R4	0x009907	Core
🔢 R5	0x000024	Core
🔢 R6	0x001C32	Core
🔢 R7	0x00008A	Core
🔢 R8	0x000000	Core
🔢 R9	0x000000	Core
🔢 R10	0x000000	Core
🔢 R11	0x010000	Core
🔢 R12	0x000000	Core
🔢 R13	0x00C720	Core
🔢 R14	0x000000	Core
🔢 R15	0x00A100	Core
∨ 🔢 ADC		
∨ 🔢 Backup_Memory		
∨ 🔢 Capactive_Touch_IO		
∨ 🔢 CRC16		
∨ 🔢 CS_Clock_System		
∨ 🔢 FRAM		
∨ 🔢 LCD_E		
∨ 🔢 PMM_Power_Manag		
∨ Port_A		

Memory Browser ⊠

0x1c00

0x1c00 <Memory Rendering 9> ⊠

16-Bit Signed Int ∨

0x001C00	**16383**	16383	16383	16383	16383
0x001C0A	16383	16383	16383	16383	16383
0x001C14	16383	16383	16383	16383	16383
0x001C1E	16383	16383	16383	16383	16383
0x001C28	16383	16383	16383	16383	16383
0x001C32	16383	16383	16383	16383	16383
0x001C3C	16383	16383	16383	16383	16383
0x001C46	16383	16383	16383	16383	16383
0x001C50	16383	16383	16383	16383	16383
0x001C5A	16383	16383	16383	16383	16383
0x001C64	16383	16383	16383	16383	16383
0x001C6E	16383	16383	16383	16383	16383
0x001C78	16383	16383	16383	16383	16383
0x001C82	16383	16383	16383	16383	16383
0x001C8C	16383	16383	16383	16383	16383
0x001C96	16383	16383	16383	16383	16383
0x001CA0	16383	16383	16383	16383	16383
0x001CAA	16383	16383	16383	16383	16383
0x001CB4	16383	16383	16383	16383	16383
0x001CBE	16383	16383	16383	16383	16383
0x001CC8	16383	16383	16383	16383	16383
0x001CD2	16383	16383	16383	16383	16383
0x001CDC	16383	16383	16383	16383	16383
0x001CE6	16383	16383	16383	16383	16383
0x001CF0	16383	16383	16383	16383	16383
0x001CFA	16383	16383	16383	16383	16383
0x001D04	16383	16383	16383	16383	16383

I could not figure out what was wrong because my array wasn't even showing up right, so it was impossible to debug anything. I think I may have bought the wrong board (I used a friend's for quiz 3 since I left mine back home). Does the MSP430FR4133 work fine for this class or do I need to go find another one :/

I was going for level 2 difficulty. I had an idea for level 3, but I never got around to trying it unfortunately.