***LAB 1A – Even/Odd***

***Binary***

0011000000000000

0101010010100000

0010001011111110

0101010001100001

0011010011111101

1111000000100101

***Assembly Language***

.ORIG x3000 ;Start at x3000

AND R2, R2, #0 ;Clear R2

LD R1, x0FE ;Load [x3100] into R1

AND R2, R1, #1 ;Put least significant bit of R1 into R2

ST R2, x0FD ;Store R2 in 3101

HALT

.END